

# ST

# ACTION

THE WORLD'S ONLY DEDICATED  
ST GAMES MAGAZINE

INTERVIEW WITH ONE  
OF THE COUNTRY'S LEADING  
DEVELOPMENT COMPANIES: PROBE.

VOLUME 1 ISSUE 11 MARCH 1989  
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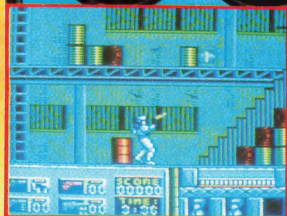
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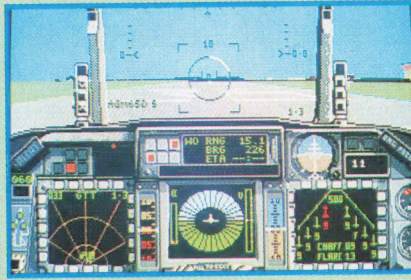
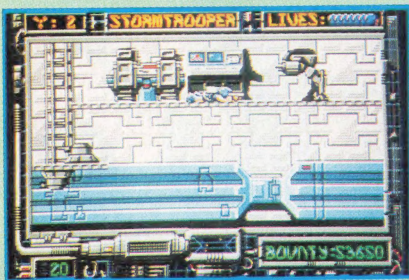
CBM AMIGA



# ACTION PACKED

## ACTION NEWS - P.4

All the latest information from U.S. Gold, Cascade, Prism, Creation Software, Digital Integration, Elite, Software Horizons, Electric Dreams, Outlaw Productions, E.A.S., Ocean, Microdeal, Grandslam, Mirrorsoft, Microprose, Rainbird and Electronic Arts.



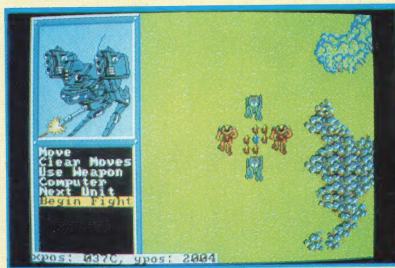
## INTERVIEW: PROBE - P.12

Tracing the roots of an internationally renowned and respected company back to a bedroom in Croydon may sound like a contrived tale, littered with cliches like, 'rags to riches' and 'local boy makes good'. But that is the story of Probe Software! Armed with a few 'probing' questions, Jason Spiller set out to discover more.



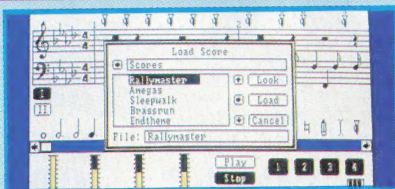
## INFOCOM - P.84

The seventh regiment army in New York doesn't get used for military activities anymore - now it's the setting for TAMARA, the interactive play that lets you follow characters around from room to room. The problem is that Infocom has decided to let their game authors loose tonight, and we have to pursue them in order to find out just what is going on.



## PUBLIC DOMAIN - P.66

Software snob, Steve Merrett, drops his tried and trusted copy of The Great Giana Sisters, and takes a look through the wealth of cheap PD software available for the ST, and asks: Is PD software a pig in a poke?



## GIVING THE GAME AWAY - P.74

Steve Merrett, our sneaky little cheater brings you the most up-to-the-minute cheats. This month he helps with Thunderblade, Game Over II, Bombuzal, Captain Blood, SDI, Heroes of the Lance, R-Type, Falcon, Helter Skelter, Baal, Puffy's Saga, Double Dragon, Football Director II and The President is Missing.

## LETTERS DESK P.18

In our new-look letters page, Nick Clarkson answers you questions and asks you to write in with your problems. Topics covered this month include piracy, sexism, mail order companies and mouse and disk drive problems.

## SIERRA COMPETITION P.82

To celebrate the release of Leisure Suit Larry II and Manhunter New York. Sierra On-line are offering you the chance to win your very own mini TV. There are also twenty-five runners up prizes of the Sierra adventure game of their choice.

## CASE FOR CONVERSION P.72

After their brief absence, Mark Smith and Dennis Hemmings return to the arcades. This month they take a look at Konami's Thunder Cross and Capcom's Forgotten Worlds.

## TONY COOPER P.80

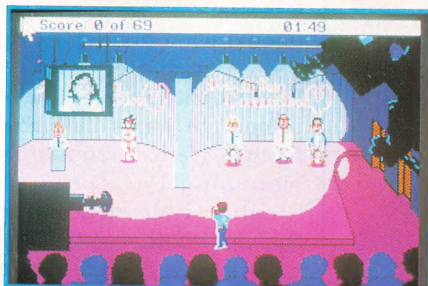
Steve Merrett meets up with Tony Cooper, programmer of Hewson's hit game, Cybernoid II, to discover his likes, dislikes and miscellaneous distractions.

## SUBSCRIPTIONS OFFERS P.88

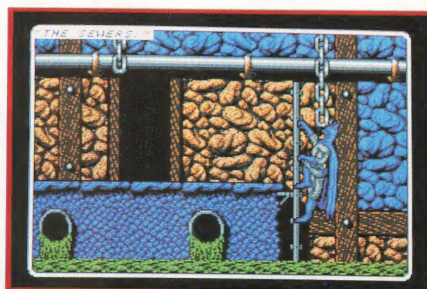
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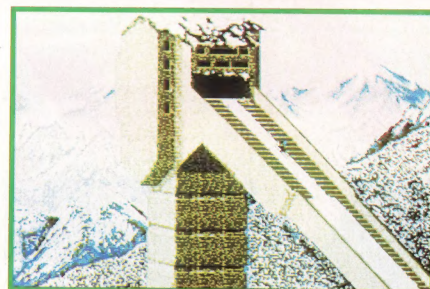
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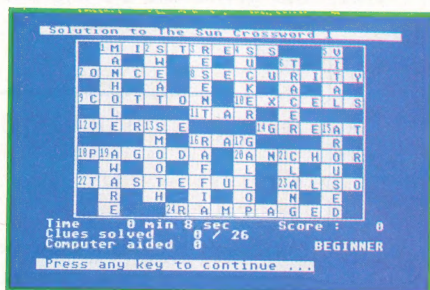


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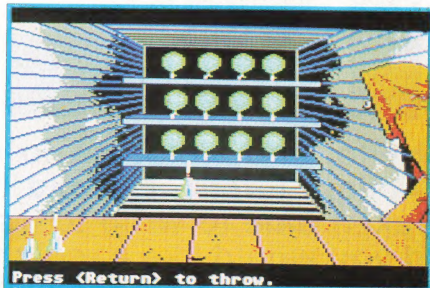


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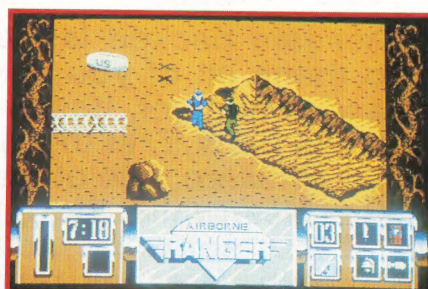
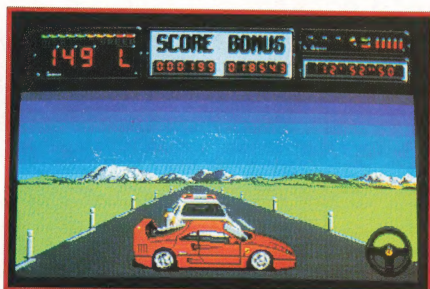
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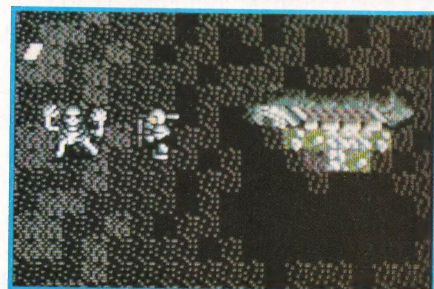
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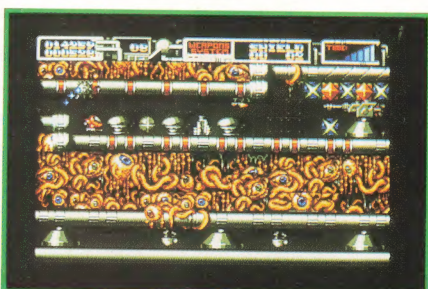
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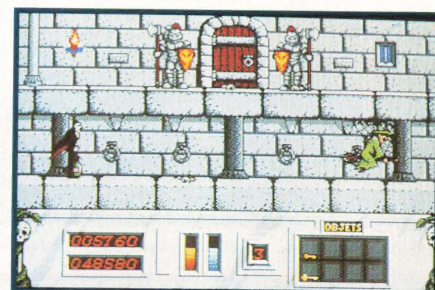
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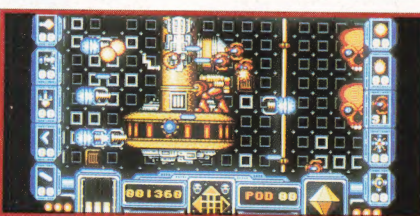
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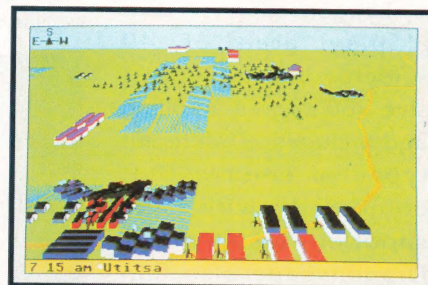
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# ACTION NEWS

Hello, and welcome to another jam packed issue of ST Action. Firstly, I would like to thank all of you who have taken time to write to us. Please remember, however, that if you would like a reply to include a S.A.E. In this month's issue Jason Spiller visits Probe software, one of the country's leading conversion houses. Meanwhile, Steve Merrett takes a look into the world of P.D. software. Adventure games seem prominent this month, Marshall reports on happenings at Infocom, whilst in our competition, Sierra are giving you the chance to win your own mini T.V.

## NEW SOFTWARE HORIZONS

Having been transported back in time, it has fallen to you to halt the evil curse that hangs over the land of Tuvanin. However, you are not alone in your quest; together with the help of your trusty pet dragon, Garvan, you must destroy all the weird and wonderful creatures that threaten the lands.

Dragonscape features a play area of 40 screens, boasts impressive 360 degree scrolling and includes 20 different types of enemy. But, combined with the shoot'em-up element, Dragonscape also features tantalizing traps, mazes and puzzles. Dragonscape will be available from 16th February for £19.95. "Play it and believe!"



With the help of your pet dragon, Garvan, you must rid Tuvanin of it evil.

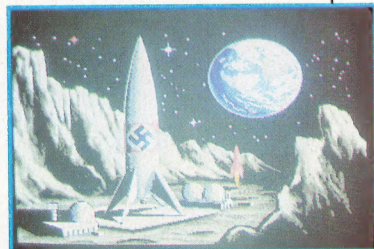


## KOP THAT

Grandslam, producers of Pacmania, Chubby Gristle and Peter Beardsley's International Football, have signed the entire Liverpool football team. Grandslam's Managing Director, Stephen Hall, negotiated the deal with L.F.C. officials and is confident that the game will be a great success. More news as we get it.

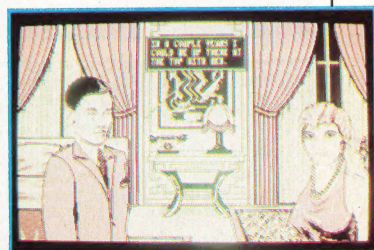
## MIRROR MIRROR ON THE WALL

Mirrorsoft and Cinemaware are proud to announce the imminent release of two great games, King of Chicago and Rocket



Ranger. King of Chicago will be available around April and sees you as an American mobster in the 1930's. The general idea of the game is to, take over the whole of Chicago, while Capone is in the clink. Of course it won't be easy and there are several underlying plots.

Mirrorsoft's other big release is Rocket Ranger, already a huge smash hit on the Amiga. Take on the role of Commander Cody as you prepare to battle the might of the entire German Army. Can you stop the Nazis from ruling both the world and the moon? Watch out for the first exclusive review in next month's issue.





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Screen shots represent Amiga & Atari ST versions.

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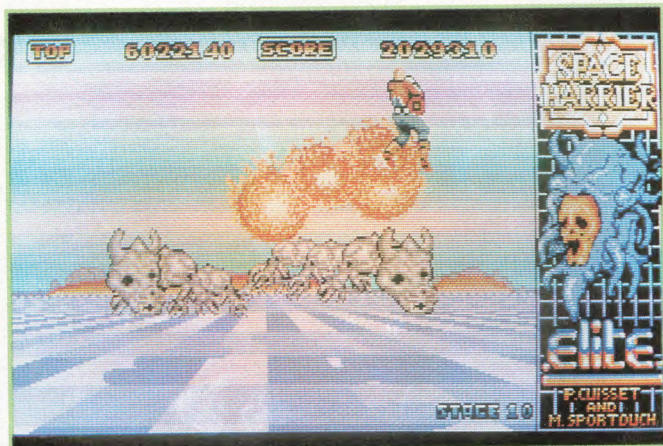
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## BAREBACK DRAGON RIDING

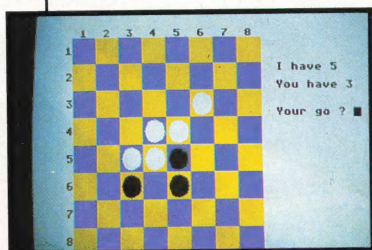
Elite have announced the release of Space Harrier II. Featuring the same exceptionally high standards of its predecessor, Space Harrier II looks set to become a stunning sequel. For those

who manage to survive long enough, Elite promise the spectacular scene of your hero riding bareback on the dragon! Space Harrier II will be available about now at the price of £19.95.

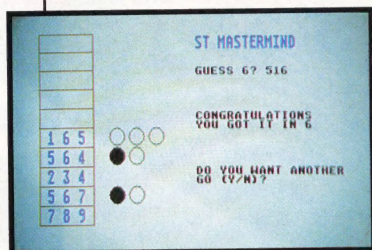


Can you survive Space Harrier II long enough to witness the famous bareback dragon riding sequence?

## CASCADE VALUE PACK



Disk 15 has finally arrived from Cascade. The older 8-bit owners among you may remember Cascade's Cassette 50, a tidy little package containing fun games. Now with Disk 15, Cascade bring us all our old favourites, titles such as, Othello, Draughts, Solitaire, Hangman, Rally Driver and Balloon Crazy. With a price tag of £19.95 Disk 15 looks like excellent value for money and should be in your shops now.

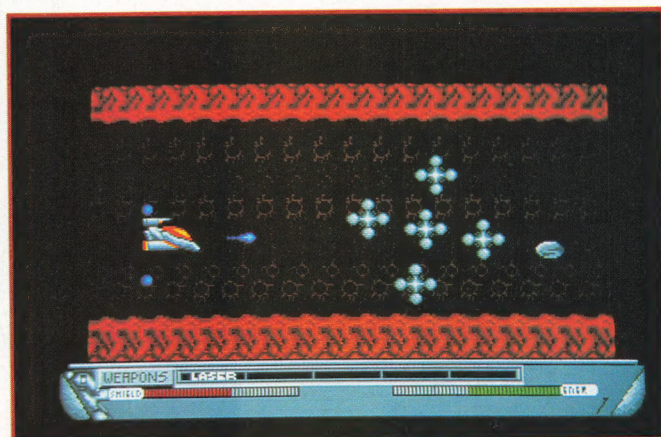


## IN-GENE-IOUS

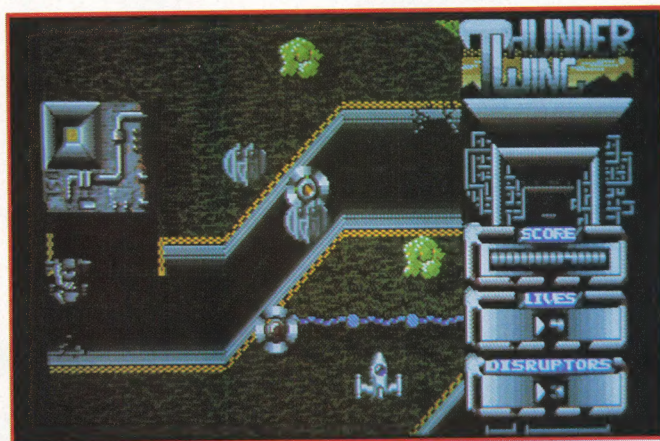
Cascade's latest game draws heavily on the plot of that classic 60's film, "The fantastic voyage". You must take control of a microsubmersible craft in an attempt to destroy a second brain which has mistakenly been implanted in some poor soul's head. The game is a multi-level, bi-directional, multi-weapon, horizontal

scrolling shoot'em-up which promises adventure and strategy features. Available from about mid-February, D.N.A. Warrior will carry a £19.95 price tag.

Cascade are also working on Thunderwing. A vertical scrolling, multi-level, classic shoot'em-up. Priced at £19.95, Thunderwing should be available soon.



Battle through the human body in Cascade's DNA Warrior



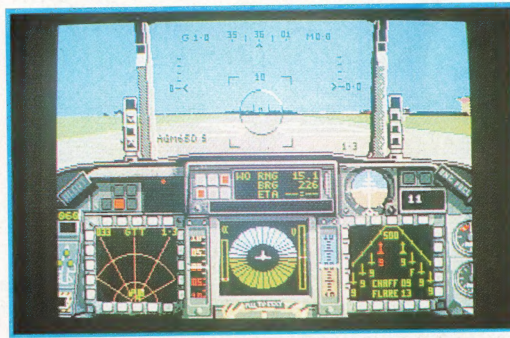
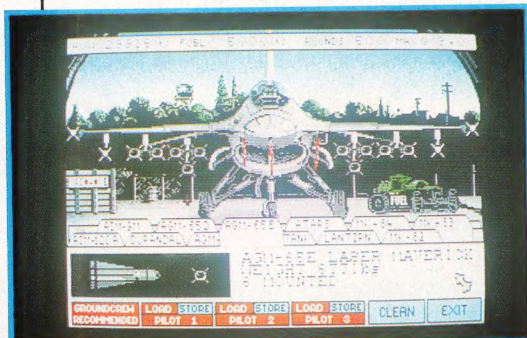
## F-16 YOU ARE CLEARED FOR TAKE-OFF

Digital Integration have announced that the ST version of F-16 Combat Pilot

will be available from about mid February. At a cost of £24.95, F-16 looks set to

take on the might of its rival, Falcon. Boasting numerous extra features, F-

16 Combat pilot will take new recruits from the crew room, to the hanger, through the pre-flight briefing and into the cockpit of the F-16. Pilots may choose from 8 squadrons, each with a flying zone of 20,000 square miles. Missions include: air-to-air interception; counter-air strikes; interdiction strikes; battle-field support and reconnaissance. More experienced pilots may like to assume the role of Squadron Commander and use both their flying and tactical knowledge to the full.

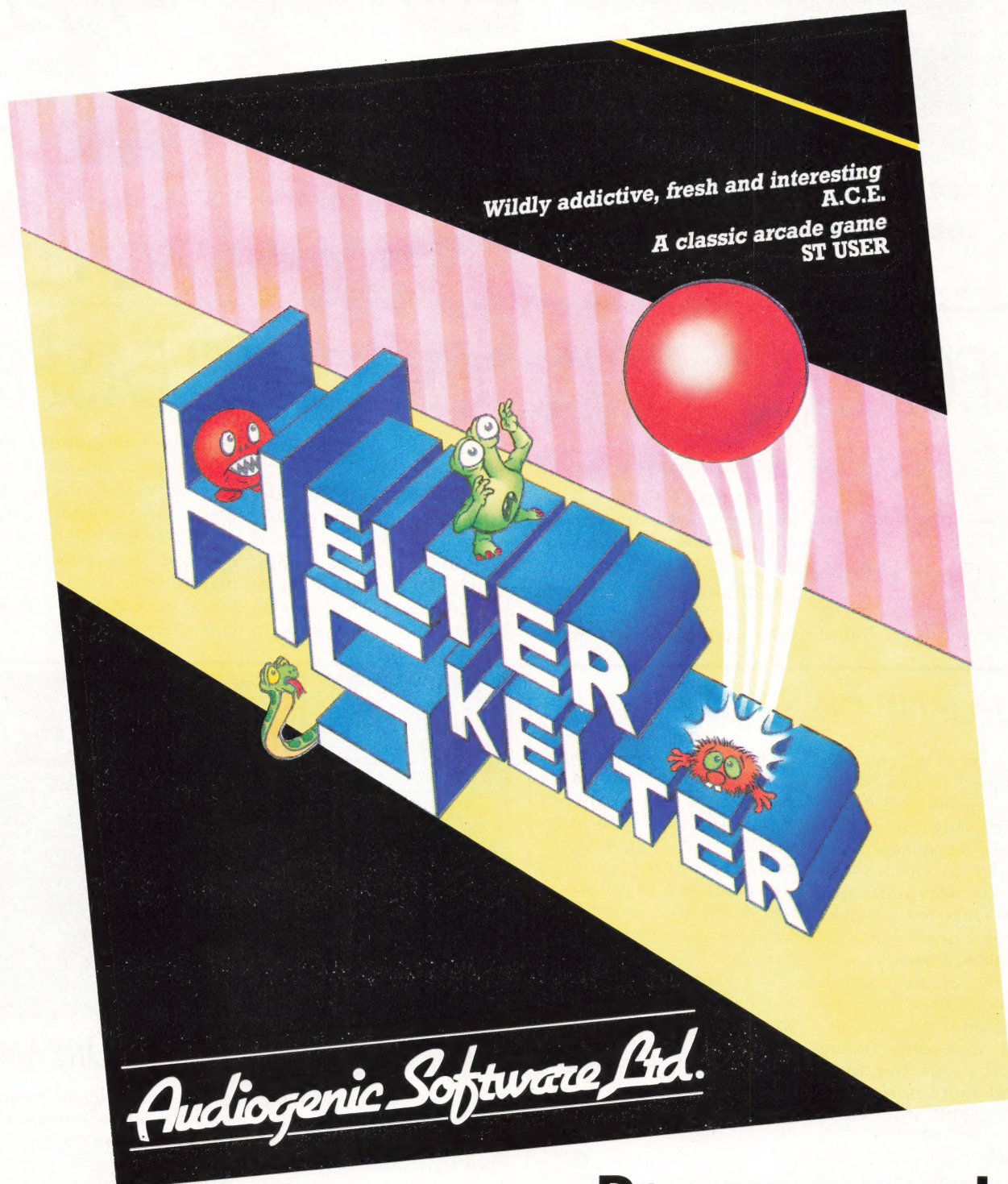


The F-16 one of the most feared fighting machines of today

Roger F-16, you are cleared for take off.



# A WHOLE NEW BALL GAME...



*Audiogenic Software Ltd.*

## Do you remember when computer games were fun?

When you would stay up all night playing them? HELTER SKELTER unashamedly recreates the addictive simplicity, the fun, and the enjoyment that made games like *Pacman* and *Bobble Bobble* all-time classics. Bounce your way through 80 challenging screens, squashing monsters, snatching tokens, and collecting bonuses. Or use the built-in designer to create 48 screens of your own, as hard, as simple, as much fun as you like. It's even more fun when two play at once! Do you co-operate, or do you compete? Do you play fair, or do you double-cross? If you thought the fun had gone out of computer games, then HELTER SKELTER is the game that'll change your mind!

**Out now for Amiga  
and Atari ST £14.95**

*Audiogenic Software Ltd.*

Winchester House, Canning Road, Harrow, Middlesex. HA3 7SJ. Tel: 01-861 1166



Pilot your ship around the galaxy in this space trading shoot 'em-up.



Can you calm the inmates of the Kayden Garth detention centre?



# ELECTRONIC ARTS SPRING RELEASES

Two new releases are expected from E.A.S. during the early part of the year. January sees the launch of S.T.A.G., a space trading game in the same vein as F.O.F.T. and Elite. After the annihilation of the earth the survivors found

new life in trading with aliens and space freight companies. Your task is to negotiate with the aliens, and to enlarge and supply your fleet. Beware, however, space pirates abound and will not think twice before unburdening you of your

stocks. S.T.A.G. will cost a mere £24.95.

February will see the appearance of Kayden Garth, a complex Dungeons and Dragons style of game. Apparently the prisoners of the Kayden Garth detention centre have rebelled. As a military commander you have been assigned the unenviable task of quashing the centre's inmates. The game offers 30 dungeons to explore and anticipated playing time is set at about 60 hours. Kayden Garth will carry the tag £19.95

## BAD GAME FROM U.S. GOLD

He's big, he's bad, and now he's signed to U.S. Gold. Software giants, U.S. Gold, together with American company, Key Punch, have managed to obtain the rights to pop-superstar Michael Jackson's block-busting new movie, Moonwalker. Featuring several of Mr. Jackson's smash hits, Moonwalker looks set to become an action-packed video game. During the course of the film, Michael metamorphoses from himself into cars, robots and even a vast spaceship, all in an effort to thwart the plans of the evil Mr. Big. No details, as of yet, as to the game content

or the programming team commissioned (or whether Bubbles is featured), but Moonwalker looks set to be one of U.S. Gold's major releases this coming Christmas. Just to get you in the Moonwalker mood, U.S. Gold have kindly given us five Moonwalker storybooks. We're going to give a copy of the book to the first five people who can correctly answer the following question: What is the name of Michael Jackson's pet chimp? Send your entries to Wacko Jacko Competition, ST Action, Theatre House, Theatre Lane, Chichester, West Sussex. PO19 1SS. No later than March 10th.



## MOTORMOUTH'S WEIRD DREAM

TVS's Saturday morning programme, 'Motormouth' have signed up Rainbird's 'Weird Dreams'. The programme's presenter, Neil Buchanan, has been digitised into the game, which itself has been especially tweaked just for the programme. Contestants will phone into the show and be asked a number of general-knowledge questions. Depending on their answer they will either continue on with the game or befall a hideous fate. Any contestants who manage to survive ten nightmarish encounters will be invited to battle it out in the final for a fantastic first prize of a trip to Egypt on Concorde. Other

prizes will be given away to less fortunate contestants throughout the game. Look out for the ST version around March. Weird Dreams will cost £24.99 and from the reaction it got at the PC show, it should sell like hot cakes.

In conjunction with the game's appearance on Motormouth, Rainbird are offering ten limited-edition T-shirts. All you have to do is answer the following question: Neil Buchanan previously appeared in which other TVS Saturday morning show? Send your entries to Motormouth, ST Action, Theatre House, Theatre Lane, Chichester, West Sussex. PO19 1SS. No later than March 10th.

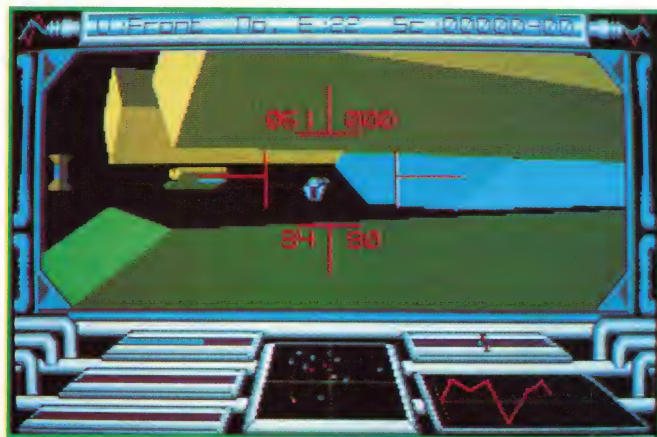


# OCEAN TIGHTEN THEIR BELT

Mancurian magicians, Ocean Software, announced the March release of Orion's Belt, a fast-moving space combat game. Written by Daniel Gallagher and Mike Crowley, Orion's Belt puts you in the driving seat of a sophisticated ship. The game contains 10 levels, each featuring the inhospitable moons of Saturn, through which you must destroy a myriad of alien life forms. The 3D action switches between your skimmer and tank and with the use of your strate-

gically mounted cameras you can view your craft from many different angles. News is just arriv-

ing regarding the game's title, both Orion's Belt and Voyager look popular.



## TIME MACHINE FROM NEXT RELEASE FROM PRISM

News from Prism suggests that they are currently working on a game called 'Time Machine', an action-packed, arcade-adventure game. No real news as yet but it's being programmed by the team responsible for 'The Kristal'

## PSYGNOSIS LAUNCH PSYCLAPSE LABEL

Psygnosis, the Liverpool based company who brought you both Baal and Menace, have announced the fourth game to be released under their Psychlapse label. Ballistix promises to be a ball game like no other before. played on over 130 pitches, Ballistix is incredibly fast, painfully addictive and intensely competitive. As with most ball games the idea is to score goals. But, Ballistix isn't quite that simple. Added features within the game include; magnets designed to attract the ball but distract you; splitters which turn one ball into thousands of smaller balls; arrows which increase the ball's speed; bumpers which send you off target; blowers to blow you off course and hoovers to suck you out of line.

Ballistix promises to be an action-packed game and will be available from mid February at £19.95.

# OUTLAW COSMIC PIRATE

It's a wonder nobody has thought of it before. With all that expensive hardware floating around in space it shouldn't be too hard to acquire some somehow. Working for the

criminal organisation, The Council, you have become a Cosmic Pirate. Robbing the rich is the name of the game and your task is to break down the cargo ships' defences

before making off with the booty. Trade the goods for extra weapons, better engines or more powerful shields. Bribe your way onto more lucrative missions and prove yourself to The Council. Cosmic Pirate is a highly polished, multi-directional scrolling arcade game. Written by Zippo games, a group responsible for many Japanese console games, Cosmic Pirate will be available from mid February at a price of £19.99.



To succeed as a Cosmic Pirate you must impress the Council with your daring raids. (An aptly named release from Outlaw Productions).





# MICROPROSE 1989

As you may have noticed, Microprose have released Airborne Ranger (see the full review in this issue). F-19 Stealth Fighter looks set for a summer release, apparently the controls have been tweaked because one of Wild Major Bill's flying companions who has actually flown the real thing didn't seem to think it handled like the

multi-billion dollar bomber. Origin's Ultima V is also nearing completion. According to the story, Lord British has been lost whilst on an expedition to the newly discovered underworld. The once-loyal Blackthorn has assumed the throne. Only you, the fabled Avatar can save the True King and end Blackthorn's reign of terror.

Other news concerns Pirates, which has unfortunately been postponed, and Soccer which promises to be an outstanding game. Extra features will be added to the ST version - rain, overhead kicks, fouls and banana shots to name but a few. Look out for it in the future, Steve reckons it's 'Well 'ard!'.

## TIMESCANNER

Electric Dreams have announced their latest project. The Reading-based software house, renowned for their arcade conversions such as R-Type and Super Hang-on, are currently converting yet another Sega arcade game - Timescanner. Played over four levels, Timescanner is billed as "The ultimate in pinball". The game hosts a whole range of features including: realistic nudge and tilts; up to three balls on screen at any one time; up to six flippers, double height and length screens; and a special final bonus screen featuring a completely new breakout game. Timescanner is set for an April release and will cost £19.99

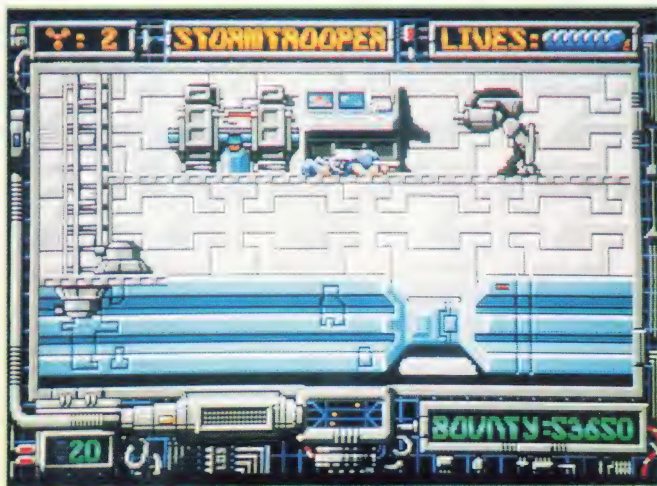


Pilot the F-19, America's most closely guarded secret.

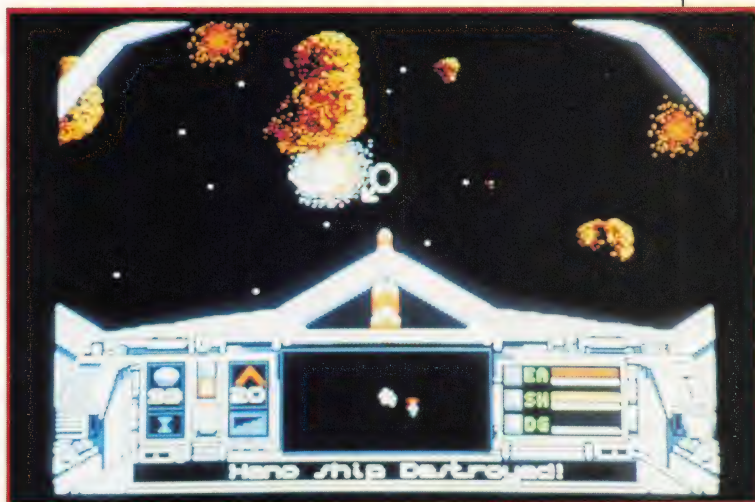
## CREATION STORMTROOPER READY TO LAND SOON

Creation Software's "Stormtrooper" is set for imminent release. Having been dropped off from a Vstol gunship you must make your way through 16 levels in search of the warped physicist, Brayniget. Having found and exterminated the scientist, you must retrace your steps to the planet surface where a ship will await your reappearance. The planet is,

however, infested with guards and mercenary killers all intent on your demise, so this mission certainly isn't going to be easy. Having played Stormtrooper I can tell you that it is looking good, Creation are just putting one or two final touches to the game and we should see it around the end of March. Look out for a full review in next month's issue.



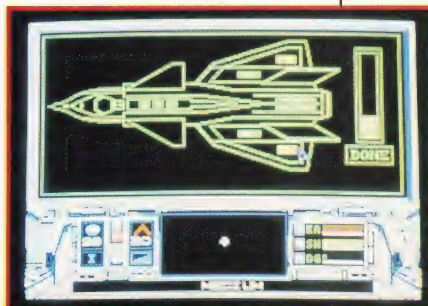
The Skyfox attack craft is a sophisticated killing machine. The question is, can you handle it?



## SKYFOX BLASTS OFF

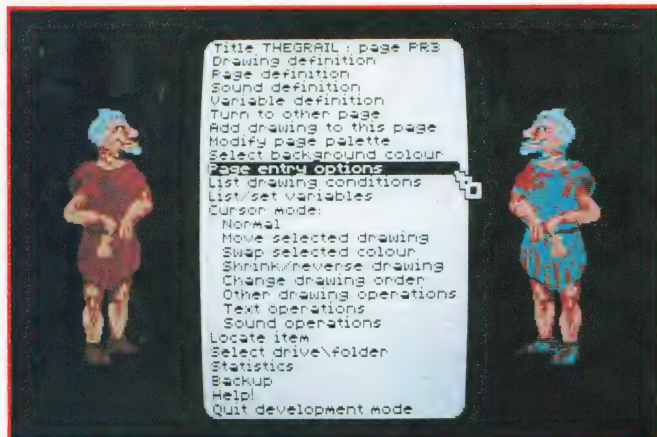
Skyfox was one of the EA's first ST games. Now, they proudly announce the game's sequel, The Cygnus Conflict. Players will take on the role of a Federation Warpwarrior, their task; to defend the Federation from the evil Xenomorphs. This new title promises a greater playing area than its predecessor, advanced weaponry, over 50 starbases for the player to dock with,

enhanced graphics, better sound, and a more realistic flying sensation. Skyfox II with cost £24.95 and be available from March





# MICRODEAL MAGIC TALESPIN



Talespin's GEM style inputs make it a very simple to use package.

Watch your back as you gallantly look for the eight interstella terrorists.



First from Microdeal comes Talespin, a revolutionary new adventure creator. To describe all Talespin's features would take up all this page. So, watch out for a full review from Mitch in next month's issue. Guardian Moons is the second set release from Microdeal. Your

task is to eliminate eight cosmic terrorists who are intent on your planet's demise. The game features five levels, multi-directional scrolling, multi-parallax layers, inter-stage sequences and over forty colours on screen at any one time. Guardian Moons will cost £19.95.

## TOP TEN SCORING GAMES THIS MONTH

1. Leisure Suit Larry II..... 81%
2. The Games: Winter Edition .... 77%
3. Manhunter New York..... 76%
4. Batman ..... 73%
- 5=. Airborne Ranger ..... 70%
- 5=. Crazy Cars II ..... 70%
7. Times of Lore ..... 69%
- 8=. Night Hunter ..... 68%
- 8=. Cybernoid II ..... 68%
10. Crosswords ..... 67%

Vindicators looks set to be Tengen's first release.



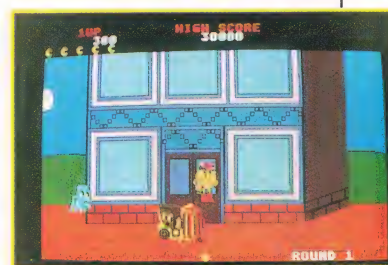
## COIN-OPS LICENCED

Atari Games have launched their new coin-op subsidiary, Tengen. Tengen will be responsible for bringing you all Atari coin-op conversions. In the past, titles such as Gauntlet II, Star Wars and Paperboy have all been available from different software houses. Now,

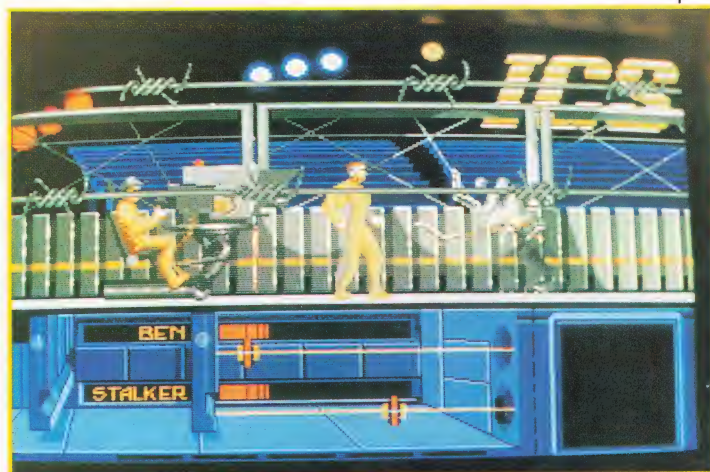
however, every Atari licence will be produced under the Tengen banner. So far five titles have been announced; Vindicators, APB, Xybots, Dragon Spirit and Toobin. Tengen, published by Domark, looks set to have a very bright future.

## GRANDSLAM

Two titles pending an imminent release from Grandslam are The Running Man and Pacland. Pacland needs no introduction, it is simply the ST conversion of the top selling, coin gobbling, arcade machine. The Running Man is a game based on the film. You must take on the role Mr. Arnie Schwatzeneger, and must battle your way through a complex maze system in a



brutal fight for survival. Both titles should be available from the end of February, no details regarding prices at present.

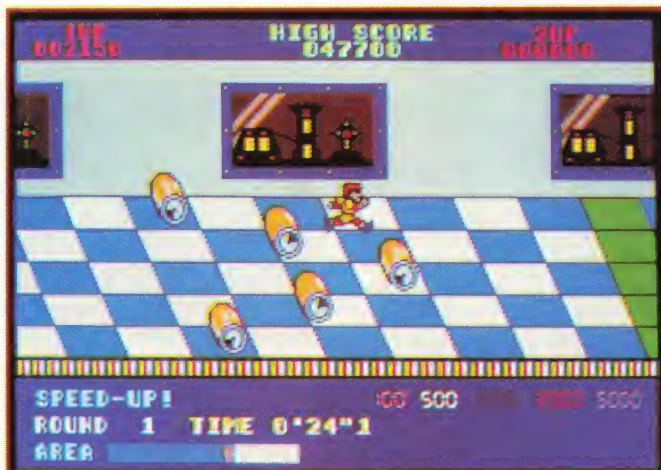


TV game shows have become a deadly business.



# Probe

*Tracing the roots of an internationally renowned and respected company back to a bedroom in Croydon may sound like a contrived tale, littered with clichés like, 'rags to riches' and 'local boy makes good'. But that is the story of Probe Software! Armed with a few 'probing' questions, Jason Spiller set out to discover more.*

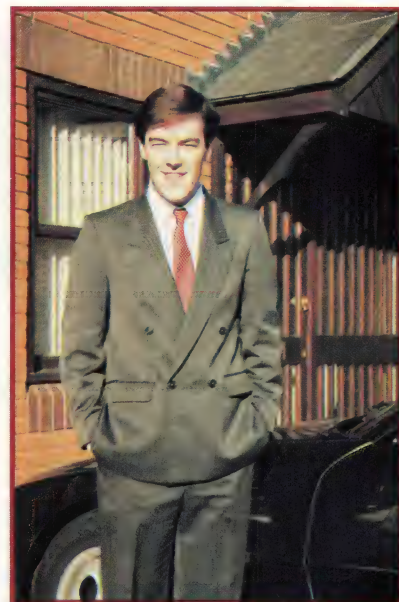


(above) Metrocross - one of Probe's first and most successful games. (below) Outrun Europa - the next ST conversion - could it be the best?



Imagine turning a hobby into what is arguably the top software development company in the industry! Fergus McGovern made the transition from enterprising student to managing director of Probe Software, and fashioned his classroom dreams into financial success and international acclaim. In the words of Probe's Software Development Manager, Bill Burey: As the new year took its first, faltering steps, I phoned Probe to arrange an interview. Thanks to a combination of journalistic deadlines and the fact that McGovern was going to the C.E.S. show in Chicago, a date was set for the following day. Fergus met me at Croydon station and we battled through the mid-morning traffic, he unpretentiously describing his Porsche 944 Turbo as a very reliable company car and me wondering why I was still a frustrated Renault 5 owner. We arrived at Probe's headquarters - a smart, three-storey building which they actually bought about a year ago: 'It made sense to buy rather than succumb to London's extortionate rent rate.'

Within four years, Probe has gained the reputation as an industry leader a standing attained through the consistent quality of its software, the dedication, ingenuity and skill of its staff and the guidance of a managing director who, at 23 years of age, is more a good-sense and perspicacious businessman than entrepreneurial whizzkid. 'During the eight-bit software boom, trying to get into this brutally competitive market was quite impossible. Large and established software companies and distributors were servicing the top selling computers, Commodore 64 and Spectrum, and they were determined to maintain the monopoly. This cartel made it



**Fergus McGovern:** 'Publishers know that they can entrust the entire project to us from initial concept to completion.'

impossible for new companies to break into the industry, and even if you managed to release a game, it would have to sell thousands to even figure in the charts. Like all industries, results count and the two major outlets for software, Boots PLC and WH Smith, make corporate decisions on chart results.'

The solution to the problem eluded McGovern, until he analysed the market from a completely different perspective: 'In the shadow of the Commodore 64 and Spectrum, there were a number of so-called minority computers: Commodore's old Vic 20, the fated 16 and +4 and the new Amstrad CPC. Individually, these disillusioned and softwareless computer users were few. But corporately, they amounted to a considerable number.' Based on these findings, Probe Software was formed to cater for minority computers: 'At first we intended to be completely independent, by following the project right through from initial concept to finished product. This included music, artwork for the packaging, publishing and promotion of the games. But while this gave us an insight into every aspect of the industry - something which would prove to be beneficial in the future - it was financially crippling for a small company to cover the entire development costs and publish as well. Consequently, we decided to channel our energy and skill into full software development and leave the duplication and publishing to others.'

I made the observation that the majority of software houses and publishers were based in the Midlands and the North. 'We were one of a few software





Slap fight was a long time coming but nevertheless a faithful conversion of the arcade favourite - this time the work was done for Ocean.

companies to be based south of Watford, and as a result, we were literally inundated with calls from southern-based programmers asking us for work. Through a process of elimination, we accumulated a number of competent programmers and set up a programming ser-



Sidearms a powerful multi-way scrolling shoot'em-up coded for US Gold last year.

vice for publishers. We approached all the big Midland and Northern companies, such as Ocean and U.S. Gold, and the response was encouraging. U.S. Gold gave us our first arcade conversion, Xevious, which was to be produced on all eight-bit formats. We farmed the work out to our reserve of programmers, musicians, coders and artists and completed the entire project well before the date stipulated in the contract. This got us off to a good start with U.S. Gold and we have enjoyed an excellent working relationship ever since. 'Were they ever tempted to join the safety of the Centresoft group?' This was discussed in the early days, but we were also working for other software publishers, such as Activision, Mastertronic and Ocean, and so becoming a part of Centresoft would have been restricting. We are unique in providing a full development service, from employing the relevant staff and directing the development of the game, to assisting with the design of the artwork for the packaging. Publishers soon realized that

they could entrust the entire development to us.'

You can almost guarantee that an arcade conversion or licence game will sell successfully in the eight-bit market. But McGovern and his team found this artistically restricting: 'Conversions were, and still are lucrative business. But we were determined to experiment with an original concept. "Savage" was expensive and very time consuming. But it received rave reviews on all formats and our expectations were high. However, it was released at a time when there was a glut of conversions and licence games on the market and this took the thunder out of an original concept like Savage. Is the sixteen-bit market also influenced by conversions and "name" software? 'Thankfully, it is a more mature market which is willing to accept originality more readily, and this means that we will be able to experiment with original ideas. In fact, we are just putting the finishing touches to Savage on the ST and Amiga'. McGovern enthusiastically demonstrated the sixteen-bit version of Savage. A massive, all-action game, with great graphics and incredible digitized music and sound effects. Eventually, this game which was designed with sixteen-bit users in mind will receive the acclaim and success it deserves.

When U.S. Gold began to show an interest in the ST market, they contracted Probe to handle the project. Fergus explained: 'Our first ST games were both conversions; Xevious, which we originally produced on eight-bit, and the arcade hit, Metrocross. The experience we had gained doing eight-bit conversions was invaluable - we had become adept at putting quarts into pint pots. Now, with the greater memory capacity of sixteen-bit, we could emulate the arcade game even more accurately.' But just how do you



Bill Burey: Software Development Manager, often directing and co-ordinating dozens of programmers artists and musicians on several projects at once.

convert a game which was originally developed on a main-frame, onto a home computer with a mere fraction of the memory capacity? 'The first part of the project is interaction with the contractors and the programmers. Coin-op companies have never supplied us with detailed information, and so we spend a lot of time playing the game and talking about the storyboard and structure. Then we take screen shots and video the entire game, and give a copy to everyone who is working on it. It is impossible to emulate an arcade game exactly and so the skill is to recognise the most important and noticeable elements and interpret them as accurately as possible. The onus was on us to make Metrocross as faithful to the original as possible. But at this time, nobody new how to create fast and smooth horizontal-scrolling on the ST, and the success of Metrocross as a



1943 a verticle scrolling arcade game converted for Firebird





The making of Mr.Heli - Bill shows the circuitry inside the arcade machine that Probe must emulate in software on the ST.

game relied on this one element. We experimented with a number of methods and arrived at a solution. The runner must remain in the centre of the screen while a nondescript and repeating background would scroll swiftly and give the impression of speed.'

Metrocross was a veritable hit and, subsequently, Probe was inundated with contract work, including more arcade conversions: 'The success of Metrocross and Xevious opened the flood gates. Suddenly, we seemed to be the first choice for arcade conversions.' Solomon's Key, Slap Fight, Trantor, Out Run, Side Arms, 1943, Out Run Europa, Tiger Road and Mr Heli; no sooner do they finish one project than they begin another: 'We were under constant pressure to maintain both the quality of the product and our reputation as a complete software developer. Concurrently, we kept up our obligations with eight-bit titles and also embarked on some original projects.'

During this period of intensive production, Probe had more than seventy programming staff working for them: 'Part of our contract states that we must fund the cost of development, and that includes the wage bill. At times it has been like a plate-spinning act.' In exchange for prompt payment, McGovern demands reliability and results and doesn't suffer fools or their excuses gladly: 'Some of our programmers work exclusively for us and others are itinerant. However, it is crucial that everyone concerned with a project communicates and interacts with each other, and that includes disclosing any program and coding secrets. For example, the programmer who coded Xevious also developed Advanced Art Studio, and so he designed an art and animation package with artists in mind, which we still use today. As an assembler, we use the ultimate, Programmers Development System - but that's Bill's department.'

McGovern kept in contact with Bill Burey and recognizing

his considerable programming knowledge and skill, he offered him a programming job at Probe. Within two years, Burey became Software Development Manager, often directing and coordinating dozens of programmers and artists during a project. Bill escorted me to the software development department and explained: 'The sudden influx of work and considerable increase in personnel demanded a restructuring of the company. Probe had to become a highly tuned and synchronized production team if it was going to cope with the work. Often, programmers, coders and artists working on a project are miles apart; one could be based in Norfolk, another in Brighton or London, and so on. Naturally, interaction and communication between them is imperative, and it is my job to coordinate this. At certain points during production, or if a problem arises, we ask the relevant people to come and work here in the office, where we can waggle a big stick threateningly if the project is behind schedule, or work out any difficulties together. We have recently implemented a contract for programming staff, in which they themselves set targets for completion, and as Probe is reprimanded for being behind schedule, so are the programmers.'

The techniques and equipment used in software development is changing all the time. But as Bill explained, it is important to find a complete system which works and that everyone can use. He described the system which Probe have found most successful: 'Most of the Amiga and



Artist Alan Tomkins is currently putting the finishing touches to Outrun Europa, Savage and Mr Heli. He was also the digitised star of the game Veteran (see picture below).



ages with an animation facility. Neither D-Paint on the Amiga nor any IBM packages have this function. Therefore, using the ST we can draw and animate, see if a sequence is correct and then port it over to the other machines via the serial port, using communication software. Once the picture is



"The ST has a wealth of excellent art and animation packages. We draw and animate on the ST and port the data to other computers" - Bill Burey. (above) Sprite work screens for Mr Heli.



Firebird's Mr Heli due on the ST "real soon now!"

IBM graphic packages use a format called I.F.F. whereas the ST has neochrome DEGAS and I.F.F. Working on the ST, we use DEGAS to grab the picture in blocks and port it across. The main reason we use the ST as the development machine is that there are plenty of pack-

ported over, we use an arts package to correct detail and any colour alterations. Using this system, we can port Amiga to ST, PC to Amiga, and so on.'

For a full-price game, you can expect the project to take about six months. How do they



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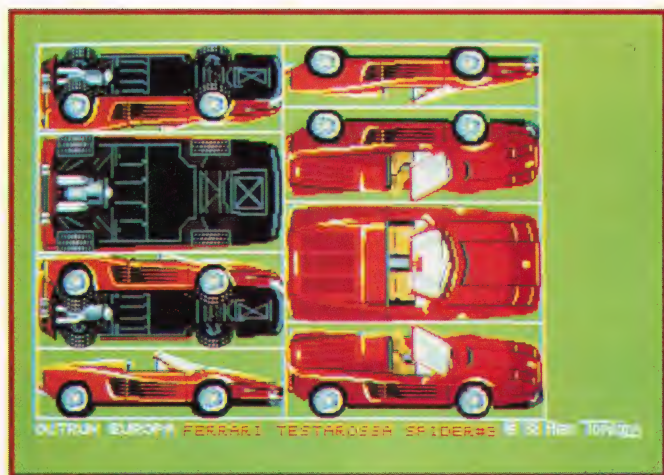
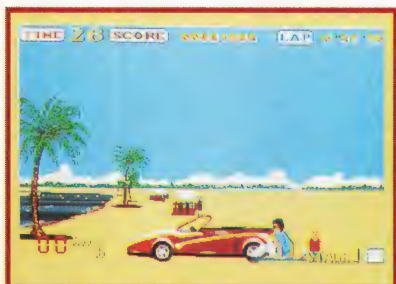
OUT RUN EUROPA™

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The Outrun Testarossa tumbles and twirls its way across the STs screen - all sprites were heavily re-touched digitised images.



(above and far right) Outrun sprite work-screens.

manage to produce the games so quickly and yet so thoroughly? 'Most software houses work on one aspect of a game. But we coordinate and synchronize the work, so that it develops as an entire project with as few loose ends as possible. We hold regular meetings so that everyone is constantly kept up to date with progress reports. A big project like Outrun Europa, has to be run like a precise military manoeuvre. After consultation and planning with U.S. Gold, we studied the storyboard and structure of the game, and employed a storyboarder to draw the game frame by frame. Then we chose programming teams to work on each format and brought them into the office to exchange ideas. We record all the meetings and send copies to everyone concerned with the project. 'Additionally, all of the development staff communicate via modem. For example, if the graphic artist has finished some screens, he can send them through the modem to us and we can analyse them and suggest amendments, without him wasting a day coming into the office.'

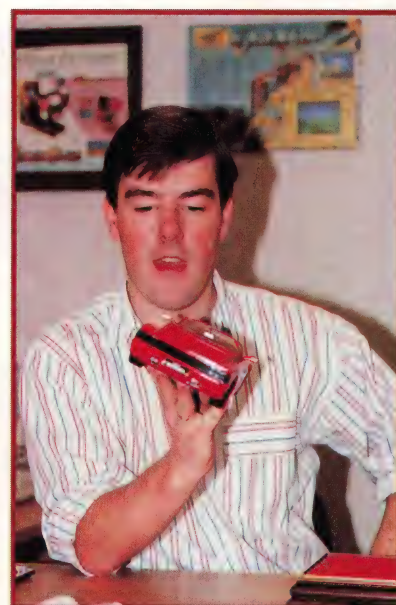
For Outrun Europa, Probe implemented some ingenious animation devices: 'We assembled a scale model of the Ferrari Testarossa, took videos of it from every angle and digitized it on the ST. Using this technique we animated the car during the race and that famous crash sequence. Of course, the digitized image needed to be worked on, but the angle and perspective of the car looks much more realistic than the original conversion. Even the European sky-lines which feature in the game were photographed and drawn in detail. Outrun Europa is a major redevelopment from the original, but the nature of the game makes it more straightforward to convert. For exam-

ple, the road and the other vehicles can be repeated again and again. In contrast, each screen in Tiger Road is different and each level had to be treated as a separate project,

which emphasized the importance of constant interaction, as well as detailed storyboards and plans. There are so many levels in "Tiger" that we had to map it in great detail so that everyone knew where they were. Quite simply, Tiger Road demonstrates that this is literally the art of crunching megabytes of memory down and stuffing them into machines with a mere fraction of the power. For Tiger Road, we had to sacrifice a number of levels in order to afford better quality. We chose sixteen of the most attractive and playable levels from the arcade version and recreated them almost identically on the ST.'

At the same time as the major projects, Outrun Europa, Tiger Road, Road Blasters and Savage, as well as numerous pieces of artwork, music and coding for other companies, Probe converted another recent arcade favourite, Mr Heli. The effect of the game relies on incredible three-layer Parallax scrolling. Have Probe managed to emulate this difficult and memory-consuming effect? 'Parallax scrolling literally gulps memory and when we originally did "Heli" on eight-bit, no amount of data compression could compensate - it was just physically impossible. For the ST version, we again took the most playable levels and tried different effects to create the Parallax scrolling. Another main feature about the game is the amount of sprites on screen at one time. The combination of the three-layer Parallax scrolling and massive clumps of sprites made trying to achieve swift and smooth scrolling a nightmare. The routines had to be constantly speeded up to cope with it.' At the time of the interview, Probe were putting the finishing touches to a number of major projects and McGovern explained their unusual but effective play-testing system: 'We stock up the fridge with Coke and Mars Bars and open the doors to the meanest game-players of them all - the kids! They express their likes and, more importantly, their dislikes, and at this stage we can make the amendments before the game goes to duplication.'

Even with a number of conversions, original projects and eight-bit games in the pipeline, Probe are never content to just sit back and let the work come to them, although inevitably it would. McGovern's main reason for going to the C.E.S. show in Chicago, is to offer Probe's complete development service to American publishers. Although he has studied the American market and is wary of mandatory clauses in the contract between publisher and developer, such as: 'The pub-



McGovern demonstrates how a model Testarossa was digitised and used as the basis for the Outrun graphics (see right hand sequence).

lishers actually have the right to the coding after you have completed the game - I don't like the sound of that!'

From a bedroom in Croydon, where McGovern had the perspicacity and resourcefulness to see a niche in the market, to taking responsibility of the most important software projects in the industry, Probe have survived and succeeded in a most competitive industry.



They are not afraid of criticizing themselves, as the effectiveness of the restructuring proves. They have learned well by their mistakes and mishaps, which more than anything demonstrated that nobody is infallible. But McGovern has the ability to look at situations objectively, analyse and identify problems and make amendments. The Probe success is no surprise. They aspire to the virtues which make a business successful; courage to make changes, ingenuity and resourcefulness. Put quite simply, they provide a thorough and professional service to the industry and produce great games for us!



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Atari ST screen.

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I have noticed that I receive two types of letters - questions and statements. Question letters, such as Mr P. Murphy's inquiring about external disk drives, will be answered by myself. Statement letters, such as the one regarding Piracy from an anonymous reader, need no answer but may prompt you to voice your own opinions on a certain subject. I look forward to receiving your views and questions regarding all aspects of the ST computer scene. In addition to the letter-of-the-month award I will also offer extra prizes for thought-provoking letters.

### **LETTER OF THE MONTH: Illegal trading?**

Many years ago I had a VIC20 when I first plunged into the "high-tech" world of home computers. I recall with some affection the happy hours I spent writing letters to software retailers trying to get them to supply games that did not exist, (unbeknown to myself, of course!) but to no avail. I resigned myself to having to pay full price in the high street stores locally. Sounds familiar doesn't it? It should do, because nothing has changed to this day.

I have now progressed to an Atari STFM and still experience the same problems. Software houses still advertise games far ahead of release dates, sometimes changing release dates half a dozen times because they don't allow their production teams enough time.

Mail order software retailers are worse! They will quite happily take your money, keep it for weeks and months on end, so it gains a bit of interest. Only then will they offer you your money back or an alternative choice to the item of software you've been waiting for. About 1% of mail order software retailers state on their adverts that unreleased games will be sent on the release date.

According to the British Code of Advertising Practise they are not supposed to be advertising unreleased games at all! Paragraph 14 of part B, subsection 1 of the aforementioned code states:- "Except in circumstances in which it is apparent that supplies of an advertised product are subject to an inherent limitation. (e.g. theatre tickets), advertisers should be able to show that they have reasonable grounds for supposing that they can supply any demand likely to be created by their advertisement, and are willing to meet that demand upon such terms as their advertisement may set out."

Why did I write this letter? Well, partly as a warning to other readers, and partly because I have been "stung" for the third time in the twelve months since I bought my ST. This time by one of the companies

who advertise in your magazine. They shall remain nameless until the legal action I am taking has resulted in their downfall.

**M.A. Collins**  
London.

### **More unfair trading?**

I have recently purchased a copy of "Lombard RAC Rally" by Mandarin Software from a local shop. Before I purchased it I tried it out on the shop's ST and found that it worked.

But when I got home and tried to load it, it would not work. So the next day I went back to the shop and told them what had happened.

The reply I got was, "You tested it in the shop and it worked, so it's your computer which is at fault.". But I have bought other games, (Dungeon Master, Elite and Super Sprint) and they all worked OK.

What do you think I should do?

**R.A. Spiller**  
Trull.

*You don't make it very clear as to whether you still have the game. If you have, I suggest that you deal directly with Mandarin Software (0625 878888) and also seek out an alternative shop from which to purchase any future software.*

### **Pirates of the world unite**

I am not a software pirate, but I do use pirated games for my own evaluation. It all started when I bought Crazy Cars by Titus. After parting with twenty quid for such a load of old drivel, I vowed never to be ripped off again. What I do now is read the reviews in the magazines, and if they are favourable, I try to get a pirated version, then if I think it is good enough, I will **buy** the original. People will say "What's he buying it for if he's got a copy?" The answer is, you don't get any documentation with a pirate copy and they are substandard (crashing, hacker's names and swear words daubed all over the loading screen etc.)

Another interesting story is the fact that I managed to get my hands on a pirated version of Beyond the Ice Palace, three weeks before the official release date. This (substandard) version only had three levels and not four as in the official one. So I



phoned the software company and asked to speak to the person concerned.

After a lengthy discussion, we came to the conclusion that the only ways this could have come into my possession were either the software team writing the game, give away unfinished and unprotected versions before the official release date, or a review copy sent to a magazine was copied and distributed. In conclusion, the points I am trying to make are:

1. By using pirate software I am saving myself a lot of money.
2. I am not "ripping off" any software company, I'm just stopping them doing it to me. (You can't take a game back for a refund because it's a load of rubbish.)
3. Before all the puritans start spouting off about piracy ruining the software industry, the software houses and magazines should set their own houses in order first.
4. Keep up the good work with the reviews because people listen to you. For example, in every magazine I read, Sinbad was slagged off (and rightly so) and now you can pick up this piece of software for as little as eight pounds because the reviews were honest in their opinions, people listened to them and now the retailers can't sell it. (Serves them right for listening to all the hype and guff and not waiting until it was reviewed!)

An anonymous reader.

### ***Contradicting comments controversy***

The main reason I am writing in is regarding the letters you receive from people complaining that reviewers always seem to contradict one another. As you so rightly said, all reviewers have their own personal tastes. I think it is a good idea to have reviewers with different tastes reviewing games. If somebody with a different taste to the game being reviewed thinks that game is really good with graphics and gameplay, then you know the game must be a hit. This way we get a more accurate review.

A. Whiteford  
Howden.

*Quite so, take our resident platform-game maniac, Steve Merrett (I wish somebody would! Ed.), normally he wouldn't touch role-playing games or adventures with a bargepole. But in the case of Dungeon Master, he soon became engrossed (until I confiscated it! Ed.). It just goes to show that games which don't instantly appeal aren't necessarily poor ones.*

### ***X-rated games slammed***

Sex and violence are becoming all too frequent in computer games. Barbarian II being a prime

example. Having often seen this product advertised in your magazine, my son asked whether he could have the game as a Christmas present. Alerted by the somewhat scantily clad woman featured in the advert, I visited my local computer shop to view the game in full. Having been told the game was unavailable on the ST until the new year the young man in the shop proceeded to show me the game on the Commodore 64. I was horrified. Barbarian II is nothing more than an excuse to satisfy the blood lust of anyone who plays it.

I am also glad to see the lack of news/features relating to Anco's "Strip Poker" products. Such games are degrading to women and shouldn't be allowed. I will, in future, watch my son's computing with more care.

S. Farnsworth  
Weston-Super-Mare.

### ***Sticky solutions***

I read with interest the letter from Steven Minns in issue 9 of ST Action. I have had a similar problem but it concerns the mouse button. I have found a quite simple solution, though it is somewhat "Blue Peter" style.

First turn the mouse on its back then undo and remove the two screws by the tail. Remove the top by holding the base firmly and pulling above the tail where the two buttons meet. The problem with the switch can be solved by building up the strut that transfers the mechanical movement of the button to the pad on the circuit board, by the addition of two or three pieces of sellotape.

This should increase the length of the strut enough to compensate for the pad wearing down. It is then simply a matter of putting the mouse back together again. It may, however, be necessary to experiment a few times to find the best position for the tape.

G. Sands  
Wolverhampton.

### ***Dual drive surgery***

I recently purchased a 520 STFM with a built-in, half-megabyte drive. I soon realised that I could more than double my storage capacity by upgrading to a one meg drive.

I therefore purchased a Cumana external drive



with built-in power supply and plugged it into the drive B port. It did not take me long to find that I could not load 99% of commercial software from drive B.

At this point I did a bit of reading and discovered that if you swap pins 19 and 20 on the Yamaha sound chip, you can use your external drive as the boot drive (A).

Being a daring chap, I plucked up courage and opened up my ST for some minor surgery and successfully swapped the pins.

After three months all is still well apart from a little matter which I'm not sure about. I have discovered that when booting or loading from the external drive (A) that the internal drive's motor also runs until booting or loading is complete. Is this normal?

**P. Murphy**  
Liverpool.

*According to those awfully nice people at ST World, there should be no problem. The chip controlling the floppy drives only has one channel which determines the state of the drive motor. On multiple drive configurations the computer will read data only from the drive specified by the user; any other drives will operate but there is no cause for concern.*

### **Running the Gauntlet**

I am glad to say that I have recently invested in Gauntlet II from U.S. Gold. However, when prompted to insert disk 2 the disk drive does not stop loading. How can I stop this, and what do I do?

**M. Minor**  
Gwent.

*Your problem is not unrelated to that of Mr Murphy's. Having prompted you to insert disk 2, your computer will keep the drive motor running in anticipation of the next disk. You will notice that the drive's light will not illuminate until you have actually put in another disk, only then will the computer continue to load the program.*

### **Pause for thought**

I've only recently stumbled across ST Action and found it to be quite an interesting magazine. I found the letters page very entertaining and interesting enough to provoke a response from me.

Licensing - No, Mr. Jackson, we do not all agree that a licenced game gives more enjoyment than an unlicenced game. I particularly remember "A View To A Kill". Loads of hype, zero game. There have been many others which I have successfully managed to forget. The name of a hero/villain in a game surely makes no difference to the gameplay. Whatever you call the sprites that you manipulate, they are part of a total game and all aspects of the game must mesh

together to lift it up to a standard worthy of playing.

I will concede that a familiar subject may enhance a game. I really like Firebird's "Star Trek" partly because I have always been a Star Trek fan, but even so, I would not have paid £20 or whatever just for the name. I tried it before I bought it because I did not want to be disappointed by yet another name with no game.

Game Comments - I agree with the policy of having different viewpoints expressed in a review. If you see a review which heavily praises a game and the reviewer simply has different tastes to your own, you may find yourself buying a game you don't like. Provided different reviewers put down clearly why they like/dislike a game, you can decide whether to buy or not.

Top ten of worst games - The absolutely worst game that it has been my misfortune to play on the ST is called "Liberator". It is more like an inspired but misbegotten 48K Spectrum game than something that should be put on an Atari.

**C. McCarthy**  
Tadcaster.

**STAI**



"THE BIGGEST GAME EVER" GAMES MACHINE

# The Krystal



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PREVIEW C & VG

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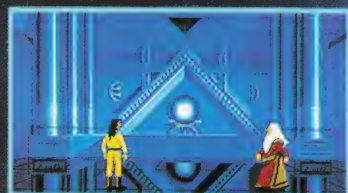
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You bright red Ferrari F40 is your pride and joy, those cops certainly like it too.



*Crazy Cars II* is a considerable improvement on the original, as every sequel should be. The scrolling is smooth, the background graphics are changeable and the distance perspective is well defined. Additionally, the other vehicles in the race, particularly the police patrol cars, create a greater problem in this game than just about any other I have played. My only criticism is the road-holding on the Ferrari which tends to sway from sluggish to erratic. Competition is especially keen in the driving game race, with *Le Man* and *Outrun Europa* waiting the grid. But *Crazy Cars II* might just be in the winner's enclosure.

**JS**

With the imminent release of both *WEC Le Mans* and *Outrun Europa* it would be easy to dismiss *Crazy Cars II*. However, if this mistake were to be made, it would be unjust because, although not as high profile as the aforementioned games, *Crazy Cars II* is a thoroughly enjoyable game. It offers a different and tough challenge which will provide many hours of solid entertainment. A decent game that proves that Titus can combine their attractive graphics with enjoyable gameplay

**SM**

# CRAZY CARS II

TITUS (£19.95)

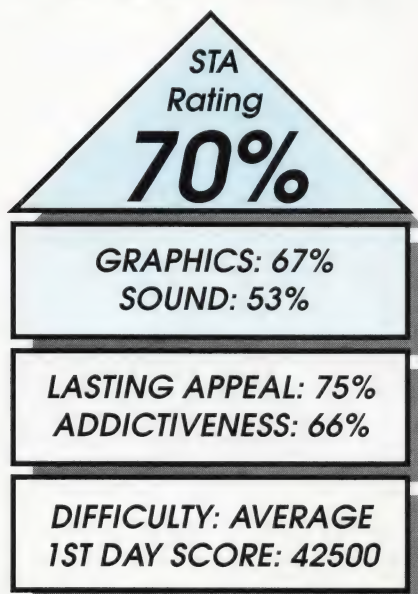
*"Gripping tight on the steering-wheel of your new Ferrari F40 you must try and out run the most crooked cops in the state. Can you make it to the borderline?"*

Your passion for fast cars has brought you to America. Seated behind the wheel of your red Ferrari F40, you are streaking along the unusually deserted roads, listening to the radio. Half-attentive, you hear a news item stating that a renegade gang of Policemen are run-

ning a stolen car racket, and are horrified to hear that they are operating in the area you are passing through. Suddenly, appearing from nowhere, the all-too familiar bonnet of a cop car can

be seen in your wing-mirror...

The main action begins with a first-person perspective view of your impressive dream machine as it sits waiting for you to pull away. Essentially, the game is a race against time, with you attempting to reach a chosen destination within a set period, and the faster you reach your goal, the more points you will receive. However, this seeming-



Almost anything goes in this game. Sometimes, 'taking the car for a spin', means just that.



ly simple task is complicated by one thing - or rather several things... the policemen. Although the racket is being run by bent coppers, the highways are still being patrolled by normal, law-abiding ones, and differentiating between the two is not easy. In fact, the only way that you can tell the difference is as you approach them; the good cops will attempt to slow you down to the national speed limit, whilst the corrupt ones will try to ram you off of the road!

Before beginning your race against time, you must choose the quickest route. By pressing F2, a map of the American states is revealed, and you can now choose what you think will be the shortest journey and note down any short cuts for future reference. The race actually now begins, and pushing forward on the joystick causes your car to accelerate (up to a possible 327 MPH - six times the American national speed limit!), whilst left and right perform their normal functions and the fire button changes between the two gears. Surrounding this main play area is your car's hi-tech control panel, containing a speed indicator, a radar which shows the whereabouts of any policemen, and an indicator which, based on your chosen route, shows you which turning to take.

Should you manage to avoid both factions of police cars, stay in one piece and smash your way through police cordons, you will eventually make your way to your goal. On reaching this point, you will receive a hefty \$20,000 bonus along with any extra bonuses for passing the aforementioned cordons. You will now be transported to the next, harder, level, complete with more vicious opponents and extra barriers. However, for your troubles, on completing each progressive level, the bonus increases by another \$20,000.

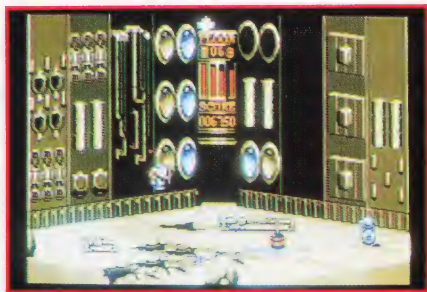
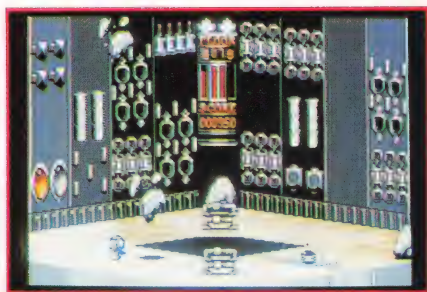
*Driving games are two-a-penny these days, but Titus's Crazy Cars II is the most impressive I've ever seen. The graphics are well drawn and great care has been taken in the attention to detail. It is the scrolling, however, that is the game's best feature, the way in which the road side objects fly past your car is truly stunning. The sound, too, is good, the car's roaring engine and screeching tyres all adding to the game's overall presentation. If I had to fault the game in anyway it would be for the slightly unforgiving controls - whilst traveling at high speeds I often found the car somewhat over responsive. Overall, Crazy Cars 2 is an outstanding car driving game, certainly one that becomes more fun as you persevere.*

**NC**

The cops around these parts are mean. Not only will they try their best to steer you off the road, they'll even set up roadblocks. Speed and your own skill will save you as you race to the boarder. You can use any route open to you, even if it means a little cross-country rally driving!







# G.NIUS

LANKHOR (£19.95)

*"Lankhor are attempting to equal the originality of 'Elemental' with a stroke of 'G.nius'."*

*Without a doubt, the highlight of G.nius are the graphics: your cute little robot looks like he has just rolled off the set of Chorlton and the Wheelies, and moves smoothly to and fro the attractive screens. The backdrops are superb, consisting of large and uncluttered sections of pipes and glass - it is even possible to shoot chunks out of them! However, the major fault with G.nius, is the most important one: the gameplay. It is very confusing to play; and as you roll around, shooting droids and reactors, you die for what seems to be no apparent reason. To rectify this, the programmers should have made the robot's health display larger, as the tiny one used becomes difficult to see amongst the colourful backdrops. Not a bad game, but it just doesn't make the grade. One redeeming novelty factor, though, is that you can play around with the sound effects!*

SM

*Lankhor's previous game, Elemental, was as difficult to describe as it was to understand. G.nius, however, is as difficult to play as it is to understand. What this game really needs is a comprehensive set of instructions, rather than a hopeless little leaflet. For this type of game you must be able to start playing with the minimum of fuss. However, without full instructions, the nature of both games makes this impossible. If this is the price we must pay for originality, I for one am willing to put up with it.*

JS

haywire. G.nius appears on one of the ship's many levels awaiting your direction. The joystick takes control of the endearing little droid as he attempts to disable the first of many so-called Luminescent Terminals which are located in the center of the room. As G.nius blasts the terminal, it goes through five stages of destruction and every terminal must be destroyed before the little robot can move on to another level to continue his work. But there is a throng of variform droids and security devices which conspire to stop him.

G.nius is equipped with a powerful laser which can be wielded to great effect, although a badly aimed blast can cause gaping holes in the fuselage. In addition to the dozens of security droids, massive lumps of masonry drop from the ceiling threatening to trounce the poor little droid. The destruction of each robot yields either extra firepower or shield and energy replenishment. As described, the craft is a maze of rooms and corridors and it is very easy to get lost. But, beware, it is a waste of time trying to make a map, because the layout of the craft changes each time you play.

STA

There seems to be an unlimited source of original ideas flowing out of France, and two major French contemporaries have amalgamated to produce a fine example of this European revolution. Lankhor, and the creators of the excellent Skrull, 16-32 Diffusion, present G.nius. As we have come to expect from Lankhor, the digitized music is fantastic and the sound effects are quirky. The game opens with an animation sequence of an interstellar cargo ship crash landing on a planet. But was

it the Inverse-positron Nucleocycler that failed or did the Plasmomultiplexer Module disintegrate? You, G.nius, must find out!

This is a race against time, the ship is set to self-destruct at any moment. Your task is to guide the maintenance robot, G.nius, around the craft to disable the reactors and correct the onboard computer. The ship is a labyrinth of rooms and corridors and the ship's security system has gone

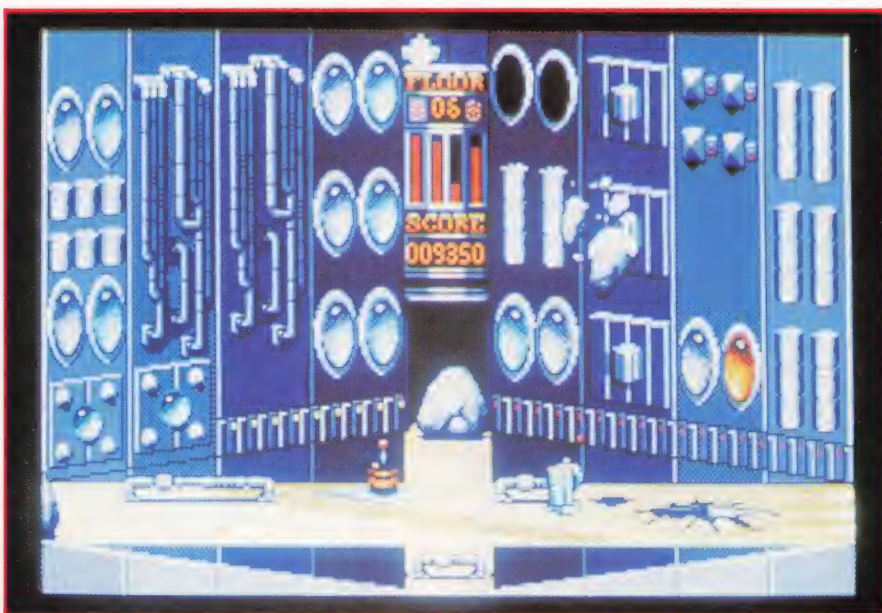
STA  
Rating

60%

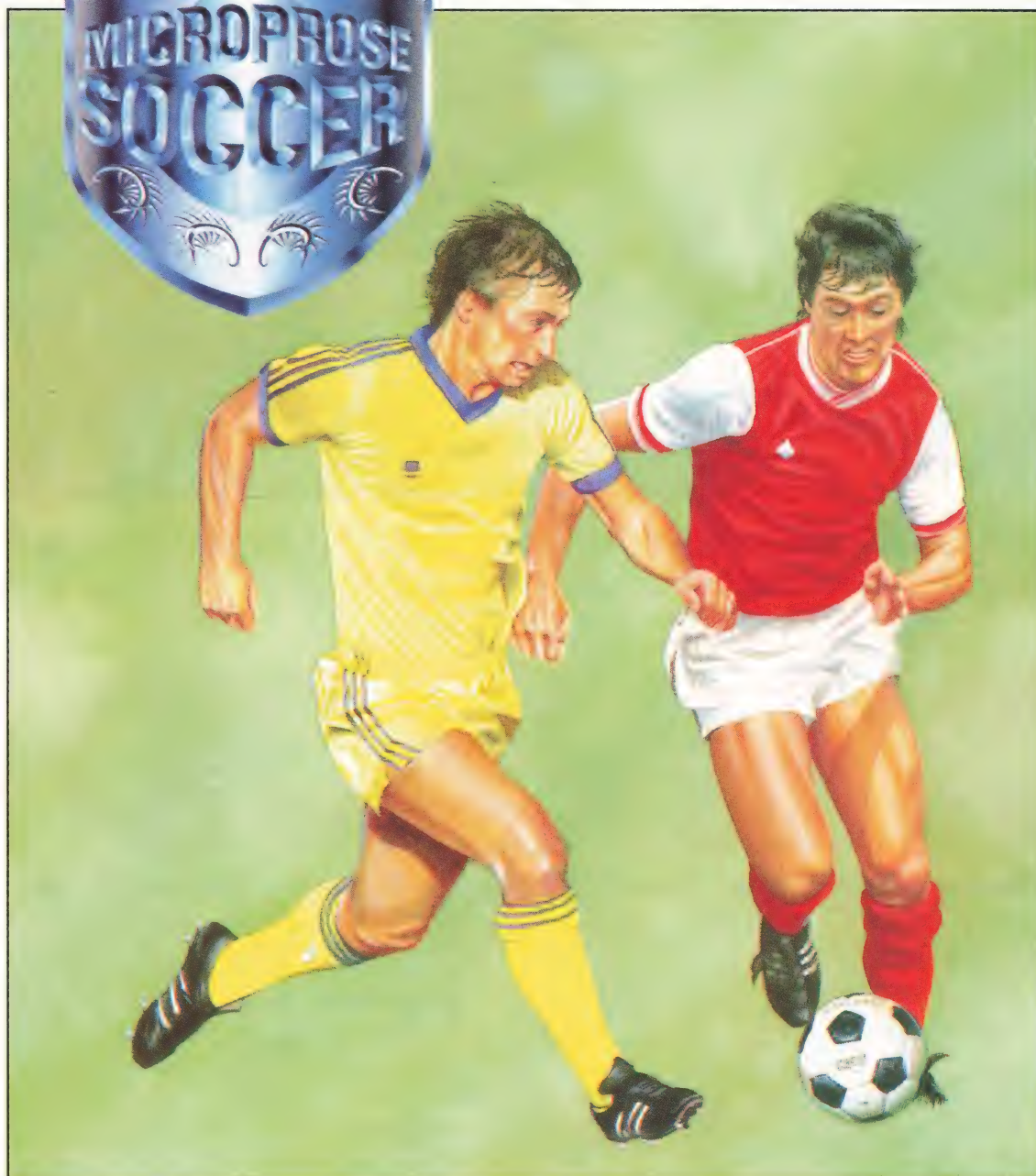
GRAPHICS: 66%  
SOUND: 68%

LASTING APPEAL: 56%  
ADDICTIVENESS: 60%

DIFFICULTY: HARD  
1ST DAY SCORE: 13500







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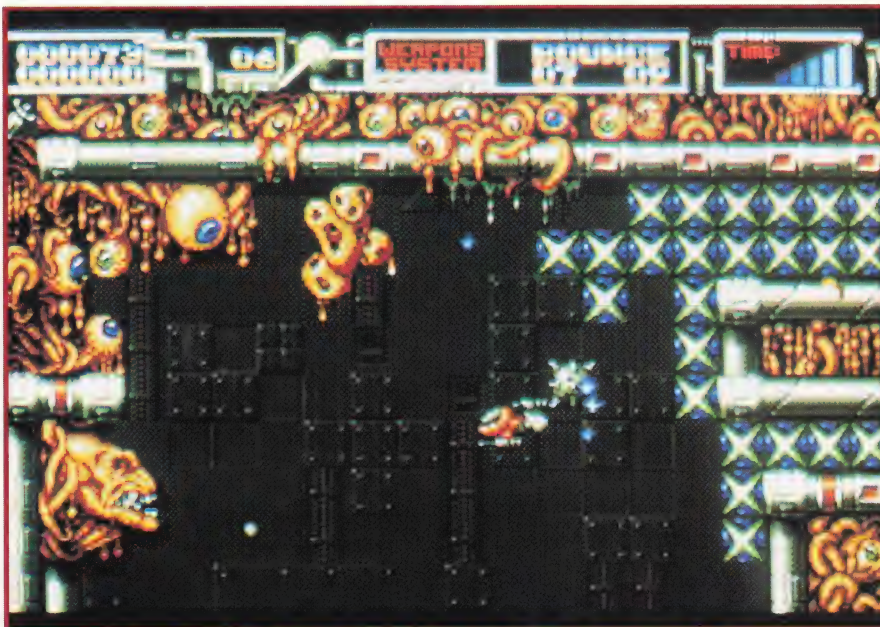
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The first thing that I noticed about *Cybernoid II* was the striking similarity between it and its predecessor. The graphics have been faithfully recreated to give the same feel as the original. Extra detail has been added too, the eerie background graphics help add atmosphere. The accompanying sound is also of a high calibre, although (thankfully) I found the tune instantly forgettable. 'The Revenge' is harder than its predecessor, much harder. The controls, however, are good and responded well to the frantic tugging of my joystick. Overall, *Cybernoid II* is undoubtedly a quality game, although I question its value if you already have *Cybernoid I*.

NC

Avoiding the stream of bullets from animated landscape, you blast away the gem-like obstacles to collect the revolving mace.



*"Cybernoid's distinctive style of shoot'em-up is a difficult act to follow. Can Hewson hope to reproduce the addictivity of the original in the new, enhanced sequel?"*

# CYBERNOID II

HEWSON (£19.95)

You remember the mine wars well. It's been over ten years since your daring mission took you into the Federation's mines in an attempt to clear it of the ransacking pirates. And what do you get your troubles? Nothing. You fondly remember the rapport between you and the group 1 Cybernoid scout ship. Ah, what a beast; with its inclusive extra weaponry, those pirates never stood a chance. Even now, you can see their horrified faces as your bounce bombs

annihilated everything in their path - bliss! Of course, all that's gone now. The mines are guarded by Securi-bots; so-called invincible guardians which nothing can pass - hah! Pouring yourself yet another drink, you reach forward and switch on the TV. Flicking through the endless sit-coms and soaps, you eventually find a banal quiz show with a pretty dolly bird helping present it - that'll do. Suddenly the fixed grin of the patronising quiz master has gone, replaced by the

grim face of a newscaster. Reaching forward, you turn the sound up a notch, "... the Federation are reported not be happy about the situation, and are calling out for any of the old grade 1 fighters to assist. They are offering a huge reward for the successful destruction of the marauding pirates, because, even as we speak, they are stealing top secret weaponry and priceless gems from the Federation's supply mine. Meanwhile, a



The original *Cybernoid* was a great game, and one of my favourites, but this sequel just tramples all over it. The graphics are a lot better: featuring some superb organic, bullet-spewing creatures and a multitude of deadly pirates. The backdrops are also suitably fibrous, with the odd eye blinking within the border adding to the atmosphere immensely. The extra weapons are even more varied, although the mines from the original are conspicuous by their absence. Also, a fault of the original *Cybernoid* was that the action slowed down badly when a lot was on screen but, thankfully, the sequel sees this rectified. An excellent game and a worthy sequel to the original.

SM

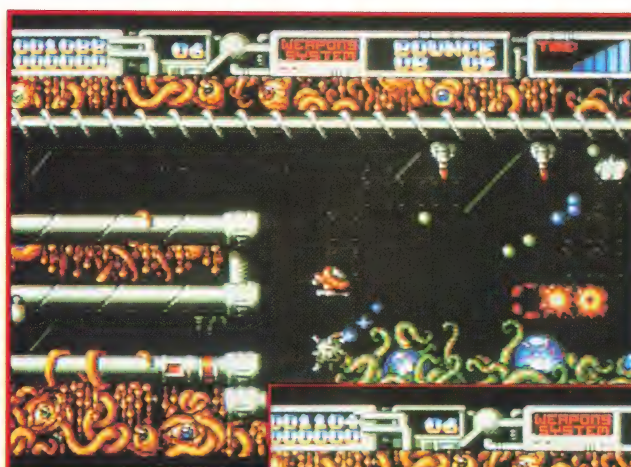


spokesman for Securi-bots refused to comment..." Switching off the machine, you begin to think about the situation: if the Federation will supply another Cybernoid ship, you'll do it. So, ringing the number flashed on the TV screen, you ask to speak to your old Commander.

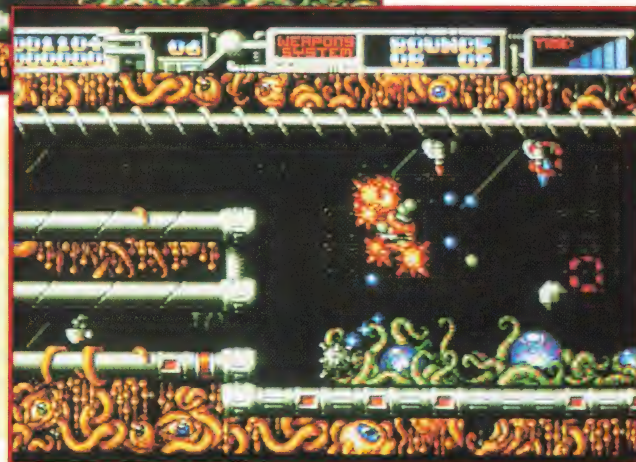
An hour later you are in the workshop of the Federation's H.Q., inspecting the new armaments on the scout ship. The old favourites are there: bombs; the invaluable shields; and your personal favourites, the bouncers. Additionally, there are now facilities for extra time; seeker missiles, which apparently hug the contours of a surface, are useful for destroying emplacements; smart bombs; and Track bombs, which will fly around killing any enemy on the screen. Check completed, you enter the cockpit and prepare to rid the mines of the scavenging outlaws.

Featuring all the best parts of the original, Cybernoid II is a major enhancement, sporting animated backdrops and new features such as teleports and black holes which also teleport. As in its predecessor, the wide variety of the scout ship's weaponry is selected by using the function keys, whilst holding the fire button down releases the chosen device. Each special weapon has only a set number, so frugal use is imperative. However, should your ship be blown up by the enemy, the supplies will be instantly topped up. Another way of enhancing your ship is by collecting the bolt-on enhancements that are discarded around the mines. These additions allow you cut an even bigger swathe through the constantly attacking pirates, offering such weapons as up to three revolving maces that rotate around your ship, killing the enemy and emplacements on contact. Extra engines can also be collected, for both the underside of the your ship and the rear, and enable the good ship Cybernoid to pull away from danger pretty sharpish. Also deposited by any recently destroyed pirates are various gems and ornaments, and if you collect a sufficient amount of these, a healthy bonus will be added to your score at the end of the level.

There are six passages of the mine to



But to no avail, and all you can do is watch as your extra weaponry spin off the screen.



Armed to the teeth, you enter a particularly hostile room. Attempting to avoid the bullets, you dive...

*Cybernoid II, or Cybernoid revisited? This is as challenging, tenacious, infuriating and enjoyable as its predecessor. The presentation is much the same as the prequel and parallax scrolling, the latest fad in similar cavern games, is conspicuous by its absence. Of course, there are some extra features which will surprise, but the game-play is very similar. If you liked the original Cybernoid, I can guarantee that you will enjoy this equally, which is not the finest praise for a sequel.*

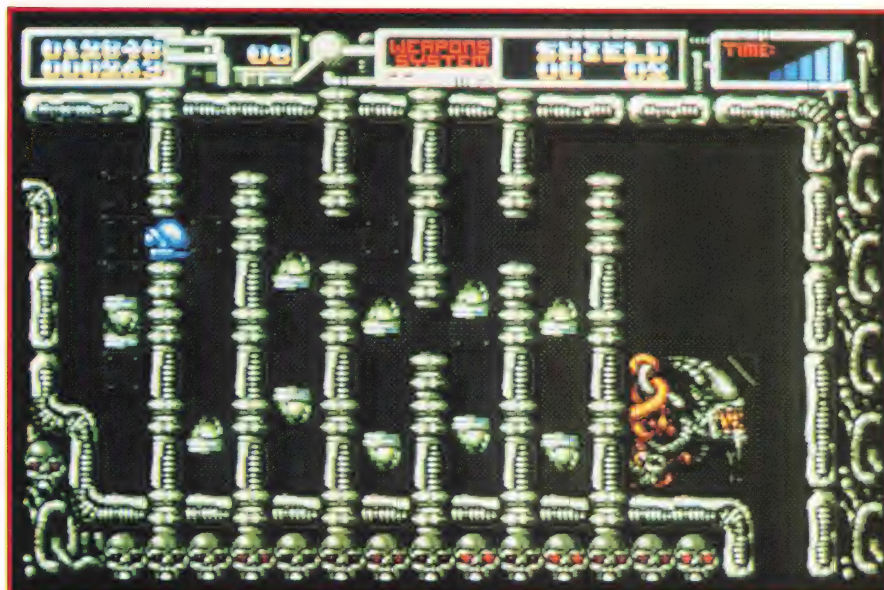
JS

battle your way through, each housing an increasing number of more volatile and strange-looking creatures. Organic heads sprout from the walls, spitting bullets at you, whilst dome-shaped emplacements open and shut, revealing a deadly gun inside. Also, the deadliest attacker from the original is back with a vengeance - the wall-based missiles. These are a real pain, and launch themselves at any passing Cybernoid ship, so don't hesitate when cruising past them. Most of the aforementioned can be

destroyed with your onboard equipment, but others must simply be avoided. Be careful not to stay on a screen too long either, or a metallic globe appears, pursuing your ship, eventually killing you:

Midway through the third passage, you watch as a pirate comes into view. Launching your bombs, you laugh as he is consumed in a ball of fire. You have only received one hit and that was a lucky fluke. Perhaps this is easier than it looks. Perhaps.

STA



STA  
Rating  
**68%**

GRAPHICS: 61%  
SOUND: 57%

LASTING APPEAL: 68%  
ADDICTIVENESS: 68%

DIFFICULTY: HARD  
1ST DAY SCORE: 18988



*"Wargames may not be your cup of tea, but now they have been given a new lease of life with Atari's new Battlescapes range. The result is an accurate and challenging re-enactment of classic conflicts from the depths of history. Simon Tunstall recounts his experience of Borodino."*

# BORODINO



Seventy miles west of Moscow sits the small town of Borodino. It is here at 6 a.m. on the morning of September 7th, 1812, that the largest battle of Napoleon's campaign in Russia commenced. Napoleon had originally invaded Russia with an army of 675,000 men, supported by 1300 cannon, and had been attempting to bring the Russians, under Kutusov, to bay with at least a three-to-one advantage to himself. However, the wily Kutusov had given ground and forced Napoleon to fight a series of small disjointed and indecisive battles, whilst at the same time stretching the French supply lines to breaking point. When the two generals finally faced each other at Borodino, they met on more or less even terms with approximately 130,000 French troops facing 120,000 determined Russians.

This is the scenario being presented to us by a new computer wargame from Dr. Peter Turcan, and the first in a new series called "Atari Battlescapes" from Atari Corp. (UK).

Instead of the usual format of most wargames, where the players have an 'eye in the sky' view of everything that occurs on the battlefield, and where they have god-like powers enabling them to be everyone from company commander up to Army commander

and move every single unit with chess-like precision, "Borodino" attempts to bring a new aspect to wargaming and place the players in the situation as faced by Napoleon or Kutusov on an eighteenth-century battlefield.

The players are restricted to what they can see by their own personal range of vision and they can only physically control their own move-

ments around the battlefield.

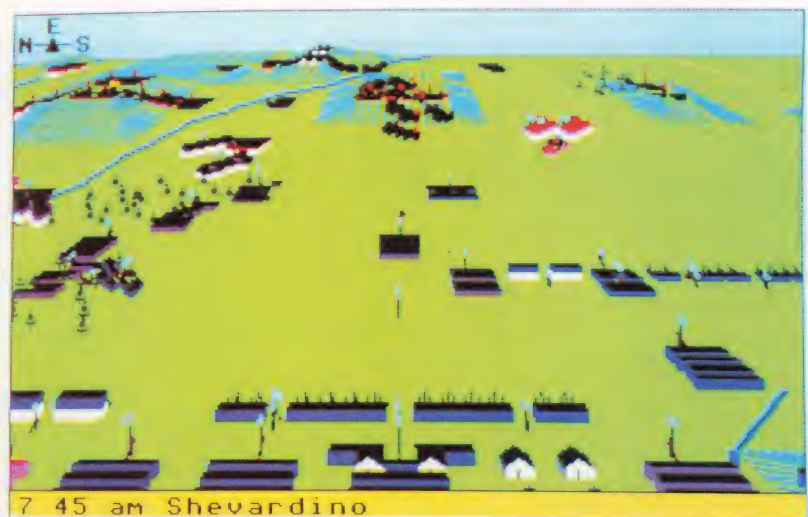
Communications with the player's subordinate units are conducted via despatch riders, who will carry orders, battle reports and messages between the various units.

To produce a viable simulation and an interesting and challenging game along these lines may have seemed a little far-fetched not too long ago, but Dr. Peter Turcan, along with the power of the Atari ST, appear to have succeeded.

Upon booting up "Borodino" for the first time, you realise that you may be looking at something special, when the opening shot of the game is a colour 3D view of part of the battlefield looking east across Borodino village, and visible off to the right, up on a low hill, is (what I later learned) the large earthworks called the "Great Redoubt". However, having been misled by pretty graphics on many games before, I reserved judgement for a while longer.

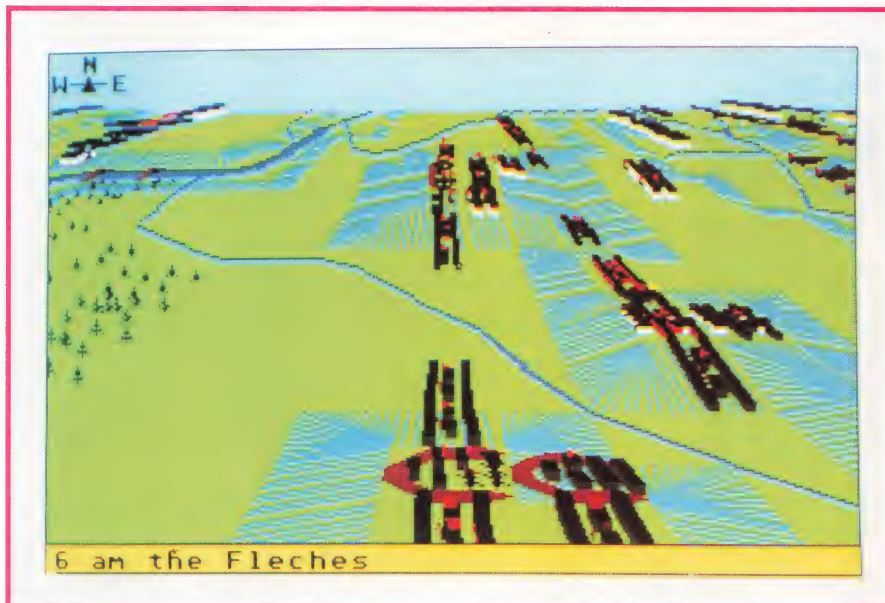
I selected the option of viewing the battlefield from other than Napoleon's eyes (this is not strictly in the spirit of the game, but it was my first attempt and I wanted to do a little 'sight-seeing' around the battlefield to familiarise myself with the terrain). I opted to see the cannons firing (although this turned out to be a little disappointing, as the game has no sound to draw your attention to any gunfire). I also chose to display a note on what the program is doing whilst each combat turn is resolved.

Let battle commence! At the beginning, I was presented with an impressive view looking east from Napoleon's starting position at the "Redan" earthworks, surrounded by the Imperial Guard infantry regiments of Curial's division, neatly lined up in



View east from Redan Redoubt - Napoleon's starting position.





battalion column formation.

The units are represented in coloured 3D blocks of regiments (infantry), brigades (cavalry) and batteries (artillery), with the bands of colours indicating their types. Artillery are conspicuous by their guns, in addition to their tunic colouring. Leading each unit are the commanders on horses with differing flag colours and shapes indicating whether they are Corps and Divisional generals or Regimental colonels.

A cursor, representing a 'telescope', can be moved around the view and by "clicking" the mouse button when it is placed over a unit or landmark, it will cause information on what you are looking at to appear in the text window. To change the direction of your viewing position, it is a simple matter of typing in "LOOK N(orth), W(est), etc.", and you will see the view change to that perspective.

If the option to view from other than your commander's position is selected, then typing in "LOOK (direction) FROM (a landmark or subordinate commander's name)" will magically teleport you to the new position. Using this option, I had a wander around the battlefield moving from unit to unit after identifying the next unit with the 'telescope'. Although the manual states that the view on the screen only goes out to a horizon of 1.5 to 2 miles, and that the battle area is 6 miles north/south and 5 miles west/east, it is only when you see for yourself all of the units of both sides stretching out into the distance, that you can appreciate the size of the thing!

The battle itself lasts the whole day, from 6am to 7pm, when the final result is given. The game is played in turns, with each turn representing 15 minutes. A maximum of eight orders

per turn are allowed to each side, and these take the form of text commands and are taken by computer-controlled despatch riders to the corps commanders who will then attempt to carry out your orders. The parser for the text commands are logical and well structured, and are explained well in the manual, with plenty of examples to help you out.

After a pause to watch the initial moves by the French, I started to experiment with some orders, but soon discovered that things did not happen very quickly back in the Napoleonic era! The game has allowed for the fact that despatch riders did not fly through the ether and arrive instantly at their destination and that they are susceptible to getting killed and not delivering their message if riding too near to enemy troops!

Vital information and orders are invariably 'game hours' old, especially for units several miles away from your position, and the battle may have

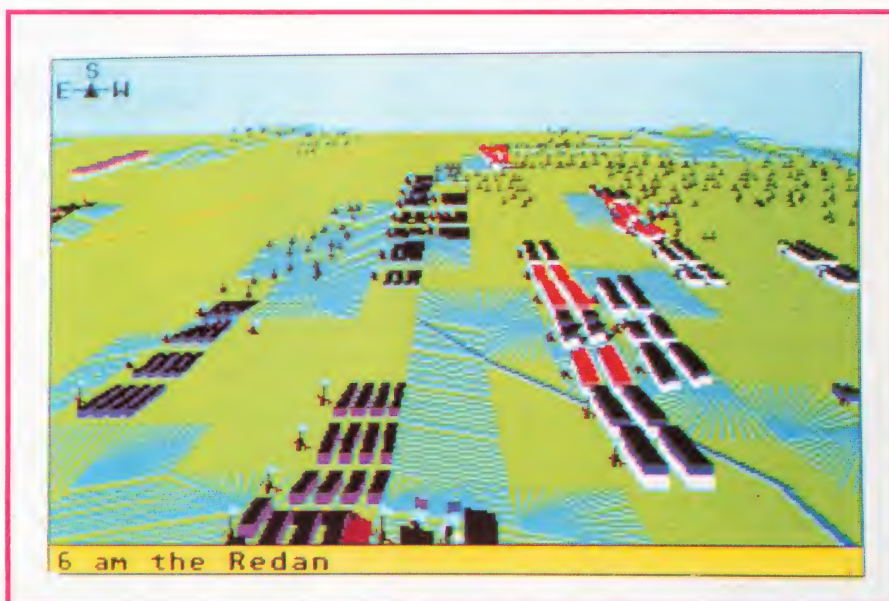
moved on quite considerably by the time they receive your orders or battle reports finally get through to you! Although frustrating at first, this was what finally got me hooked on the game system. The feeling that you were actually there and that you had to rely on your subordinates or spend your time charging up and down the line risking life and limb as you urge on your troops to greater efforts.

The game comes on two disks, plus a comprehensive 62-page manual with instructions, background information and the Order of Battle for both sides. In addition, you get a "Write On - Rub Off" pen for use with laminated side of the enclosed double-sided colour map, one side of which gives the historical main moves of the battle, the other side a map of the battlefield upon which to plot your own moves. (Why only one map and pen was supplied for a game that has a two-player option is a mystery).

**STA**

*Borodino is an excellent visual and gaming experience and the more you play it, the more you appreciate the detail and depth that has gone into it. Being able to play either side and to set up your own starting orders, will give it enough variety for it to be taken out of the disk box or brought off shelf and replayed many times. A must for both the serious and not so serious wargamers.*

Program: Borodino  
Series: Atari Battlescapes  
Price: £29.99  
Author: Dr. Peter Turcan.



View south from the Redoubt along the French lines.



# FOOTBALL DIRECTOR II

— D & H GAMES (£19.95) —

When Kevin Toms created the soccer strategy, Football Manager, critics said that it would never sell in an arcade-dominated market - how wrong they were! In response to the surprising success of soccer strategy, a company called D and H Games have taken a couple

of steps up the ladder to present two strategies, Football Director and a sequel. But the problems that come with this prestigious position go much further than worrying about a weak mid-field or an injury crisis.

A football director's life is dominated by money, and the majority of this simulation tests your ability to juggle the money around and balance the books. It is an incredibly thorough and detailed programme which seems to have included every financial aspect of running a football club from buying and selling players to paying policing bills. Unless a club is going bankrupt, the media only report one aspect of football finance - the player market. During the season, you employ

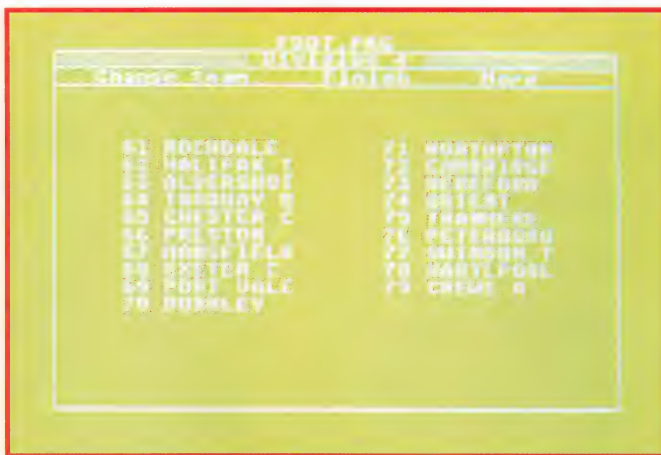
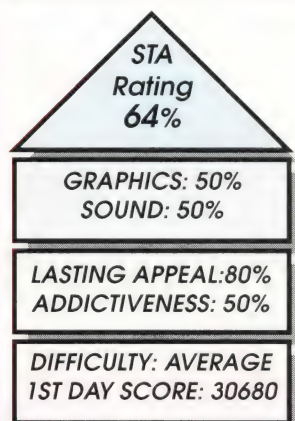
scouts to watch out for players and a scout page helps you keep up to date with their progress. Depending on the players experience and skill you must negotiate the transfer fee and set his wages according to skill and experience.

A temper page helps you keep track of how individual players are reacting during a game. A high temper will result in bookings and injuries, whereas a low rating means that he is too placid and ineffective. Ultimately it is you who decide which

players are sold, bought or sacked. But in addition to maintaining the club, you must employ a coach to train your youth team so that you have a reserve of young players who will hopefully remain loyal to the club.

Football Director has far too many features to mention, but suffice it to say, it seems to include everything. If you are interested in what goes on off the pitch, then this thorough and detailed program is the definitive football strategy.

**STA**



# HOTBALL

— SATORY (£19.95) —

As the tournament draws to its inevitable conclusion at Wembley, there is always an influx of football simulations for home computers, each one attempting to equal the playability of the timeless International Soccer. One such offering this year comes from a French company called Satry. But what do those French know about our

national sport anyway?

Hotball is very similar to the hand-blistering, sweat-provoking Kick 'n' Run. But the appeal of this arcade favourite relies on the track-ball control, which really gets you involved. The question is: have Satry managed to imitate this unique game-play action using joystick control? A repetitive tune acts as a mild irritant as you struggle to understand the complicated option screen. Satry provide a joystick interface that fits in the printer port and enables up to four players to play the game simultaneously. There are three levels of difficulty which are represented by pictures of a baby, a youth and an adult, and after some confusion, you finally get the game started.

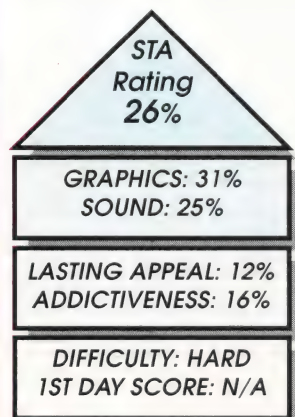
Like Kick 'n' Run, Hotball is played from an overhead perspective, and there is a



player on the pitch for each person participating. From the start, the controls are infuriatingly awkward, as you have to wrench the joystick to direct the player and press the firebutton to get him to run. But if you want him to go in a different direction, you have to stop, change direction and press the firebutton again. Additionally, you can only see a small section of the pitch at one time and the scrolling is dominated by the position of the ball rather than the player. Therefore, a player can disappear off

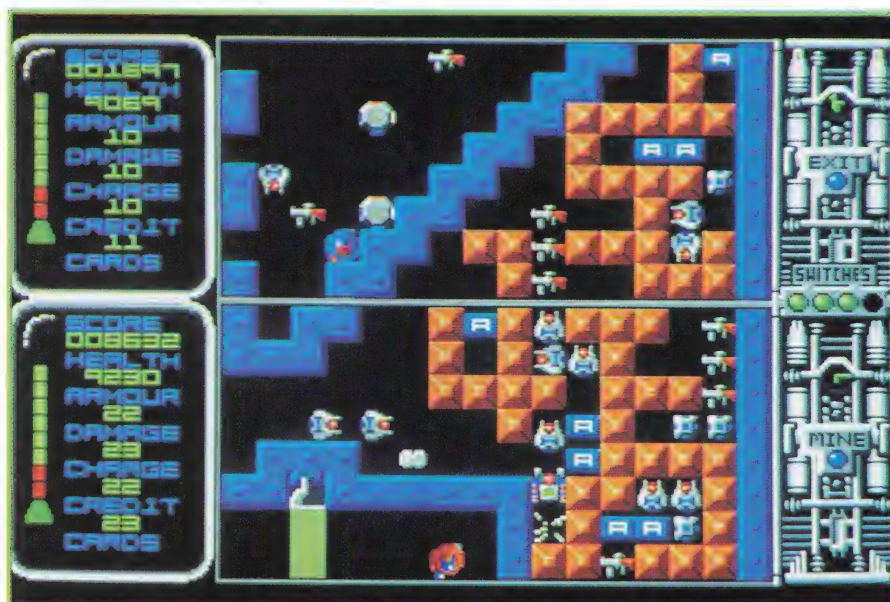
screen and you must try and direct him back to the ball in order to continue the game. Satry state that chips, headers and volleys are possible in this game, but I was too busy trying to find my player to even think about kicking the ball. Ease of use is the most necessary feature in a multi-player game, in order that it can be played with the minimum of fuss and explanation. Hotball simply fails to meet this requirement. Give me International Soccer any day!

**STA**





Apparently, "This game is impossible to complete on your own", can you prove them wrong?



# CAPT. FIZZ

PSYCLAPSE (£14.95)

*"Having released two corkers in a row, Psyclapse release Captain Fizz onto the unsuspecting public. Will their fizz get up our noses?"*

In the battle of the daft scenarios, Psyclapse have come out with what must be a sure-fire winner. Having waited for a couple of months, you are finally admitted to hospital so that you can have your tonsils out. Wearing one of those revealing white gowns, you are put under anaesthetic. Next, after what seems to be a couple of seconds, you awake to find yourself dressed in the strange garb of a

military corp. Checking your mirror, you see something even worse: they haven't even taken your tonsils out! You imagine that you must be dreaming and start pinching yourself, only to be stopped by a guy who steps out of the shadows. Introducing himself, he informs you that you have been snatched from the operating theatre and have been press-ganged into joining a dangerous mission on the planet Icarus, involving the eventual destruction of a master computer. "What's more," he adds, "if you think your luck's bad, I only came in for an ingrowing toenail!"

And so begins the strange tale of Captain Fizz. The game is essentially a Gauntlet clone played over a series of flick-screen levels. One or two players can play simultaneously, but Psyclapse reckon that no mortal will complete all the levels on their own. Inhabiting these levels are hordes of mutant creatures which appear from the grey generators that are dotted throughout the levels. It is up to you to kill these energy-sapping creatures, and this is achieved by using your trusty mega-laser or your one smart bombs. All the creatures can be killed with a couple of shots from 'old faithful'; in addition, to stop the continual flow of the deformed monstrosities, their generators can also be shot.

Captain Fizz comes as a real disappointment. Pathetically tiny sprites meander around a dull flick-screen maze, being continually attacked by a plethora of wobbly sprites. There is no animation to speak of, and Fizz and his mortal enemies move about in leaps of about one character space. Sound is also poor, consisting of the various bumbles we have heard in countless other releases of this calibre. Fizz lacks any gameplay or originality to sustain interest. There are dozens of Gauntlet clones about, check them out before plumping for this sub-standard version.

**SM**

Psynosis have gained international respect with the fantastic artwork which features strongly in their games. But Captain Fizz is a complete contrast to their usual style. Graphically, it is a very simple-looking maze game, with Space Invader-style game-play. But although this may sound like a mediocre, run-of-the-mill game, it has a redeeming feature; simultaneous two-player action. Any entertainment that can be derived from a game in which you play against a computer-controlled player, can be multiplied tenfold when vying with a fellow mortal. More two-player action please!

**JS**

Sections of the maze are blocked off by coloured control barriers, and these can only be passed when a card of the corresponding colour has been located. Also lying amongst the mazes are little green tokens which should be collected as often as possible as they can be deposited in one of the green tubes set into the area's walls. Touching the tubes, instantly begins a regeneration process, and the more cash you have, the healthier you will become. Only when all the health generators have been destroyed, will the lift to later levels be accessible. As you progress through the game, newer obstacles appear, requiring logical thinking and quick reactions. However, should you run out of energy, providing the other character is still alive, you can restart at any time.

**STA**



STA  
Rating

**41%**

GRAPHICS: 39%  
SOUND: 38%

LASTING APPEAL: 37%  
ADDICTIVENESS: 49%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 11410



*"In an attempt to toughen up their image, those 'little Darlings' of the computer industry present their interpretation of rugby, without the risk of broken noses and cauliflower ears."*

Rugby is becoming increasingly popular and those young but certainly not naive Codemasters have responded with what they call Advanced Rugby Simulator. One or two players can participate in the game, in a single game or league tournament which culminates in two teams battling it out in a final. But before the kick-off, there are some tactical decisions to be made. There are seventeen variations of field tactics which alter the field positions and dictate defensive or offensive play. For example, the line forms a staggered 'V' shape for attack whereas a flatter line is more effective for defence. You play the majority of the game from the backs, or line, until a maul or scrummage situation when the control switches to the forwards. The backs automatically take up a position for the policy you have chosen - flat for defence or staggered 'V' shape for attack - while the forwards battle it out in scrummages.

A placed kick from the centreline starts the game and the joystick assumes control over the nearest man to the ball, who is indicated by a large arrow. The other players have artificial intelligence and follow the ball instinctively - I know a coach who would give anything for some team intelligence... artificial or otherwise! With the ball in your possession, you can either run with the ball or pass it along the line. Of course, the further a player runs, the slower he runs and the



# RUGBY SIMULATOR

CODE MASTERS (£19.95)

*Attempting to do a rugby simulation could have been a recipe for disaster. But the Codemasters have produced an ingenious interpretation of the game. All the football games I have played only show a small section of the pitch with a player from either side vying for the ball, while the others run aimlessly around like headless chickens. The Darlings, and their team, have somehow managed to show all the players at one time, and each seems to be endowed with individual intelligence. The controls are responsive and the game is realistic and thorough enough to be used for field tactics training.*

**JS**

opposition catch up, tackle and gain possession. It is, therefore, more effective to use the line to its full potential and pass. Passing the ball is achieved by holding the joystick in the direction that you want the ball to travel and pressing the firebutton to release it. If the opposition tackle before you can pass, the forwards automatically form a maul which then turns into a more uniformed scrum. Control switches to the pack and rapid left and right joystick-waggling builds up the power for the push. If a line-out is in your favour, you can select which player you want to receive the ball and the thrower aims for him.

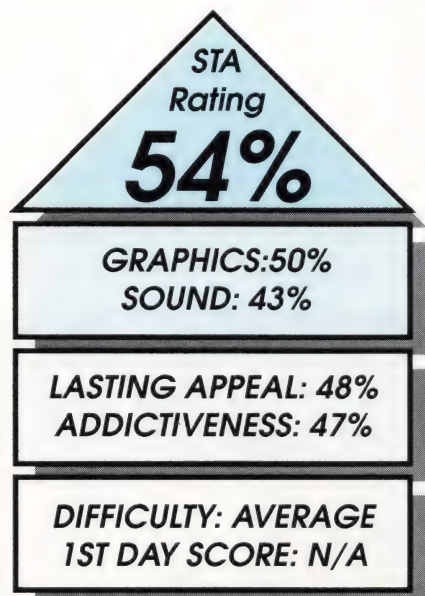
When the forwards are winning the scrummages, the backs are passing and running and you have finally mastered the controls, text-book rugby produces tries. As one of the players runs over the goal-line, pressing the firebutton places the ball on the ground. Of course, a try is followed by a conversion kick which yields 2 extra

points. The screen shows the goalposts and the joystick controls an aiming-arrow. Then holding down the firebutton increases a power bar and releasing it achieves an 'up'n'over' - with any luck!

**STA**

*In my opinion, Rugby is the most boring sport ever devised. I mean, when I was at school, I didn't mind running around in the rain booting a football about; but grabbing peoples' ankles, only to get a size 11 in the teeth, never appealed to me. However, Codemaster's latest in the never-ending 'Simulator' series isn't bad. The graphics, though small, are adequate, but the sound is weak and uninspiring; yet, overall, the game plays quite well - better than the aforementioned size 11, anyway! I don't think it will appeal to non-fans of the sport, but if you do like having your teeth kicked in (and there must be someone somewhere!), take a look.*

**SM**



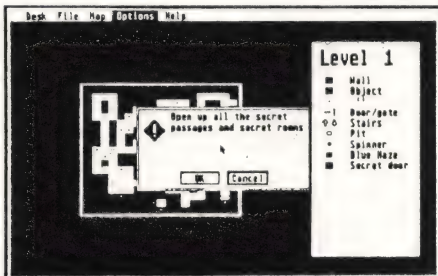


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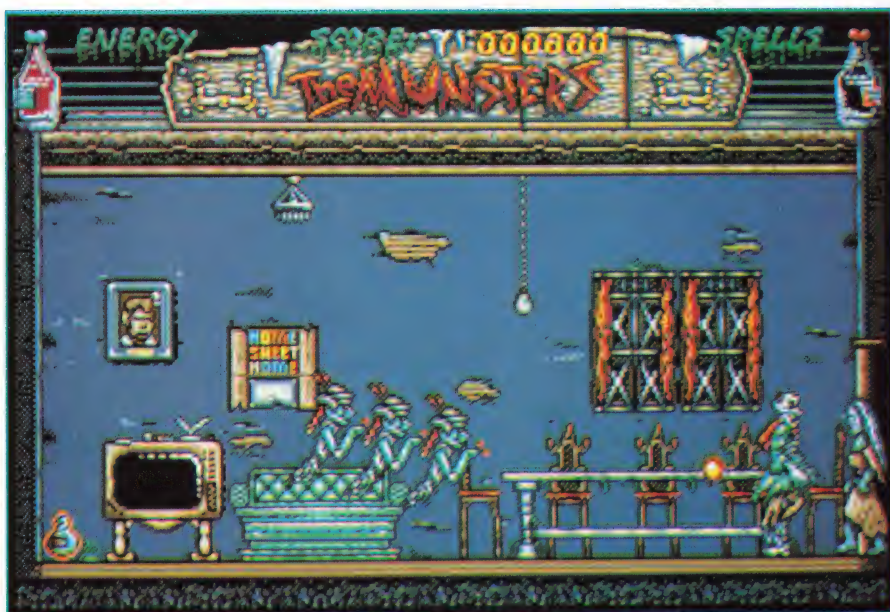


**"Question: Which television programme has outrageous and grotesque characters acting out totally unfeasible plots?"**

As that regular, all-American family of werewolves, vampires and monsters have their perennial airing on television, a new company called Again Again, 'The makers of horribly good software', have snapped up the licence for The Munsters for their premier game. But have Herman, Lilly and Grandpa lost any of their endearing appeal in the translation? The spooky adventure begins in a room somewhere in the Munster's undesirable residence. Before you can clomp around in Herman's clod-hopping diving boots, you must first assume the guise of his vampire wife, Lilly. The screen scrolls horizontally as the joystick moves Lilly from room to room, each containing the obligatory gothic horror icons and a host of ghostly apparitions. But this vampiress is armed and a press of the firebutton sends a strange fireball shooting from her forehead. These missiles have a devastating effect on weak ghosts and each hit increases her so-called spell-power. This is one of those infuriating adventures which can only be completed a certain way and you waste hours on many wild 'ghost' chases before you make the right decisions.

Moving Lilly down to the ground floor there are dozens of flying ghosts and spirits which chip away at her energy. But a confrontation with Graf Orlock, 'Nosferatu', ends the game immediately. Moving to the right of the screen, Lilly must go downstairs and out into the graveyard. There are two objects to collect in this delightful garden, including a lightningconductor which must be used to harness lightning and revitalize Herman. But if you have killed the wrong ghosts or collected the wrong items, Lilly is confronted by zombies, and again the game ends abruptly.

Back in the house, Lilly eventually locates Grandpa and Herman in the basement. She gives an object to Grandpa which enables her to walk through the cellar wall with Grandpa and Herman in



# THE MUNSTERS

AGAIN AGAIN (£19.95)

*Again Again have produced a tenacious game which would rival the most challenging arcade adventure. The adventure, which is small by sixteen-bit standards, has been well mapped out and there is enough challenge and variety in the game-play to keep arcade fans happy. But in my opinion, the authors have failed to capture the character of Herman and the gang, and it is that the aspect which has maintained the popularity of this crazy family for over two decades. Nevertheless, this is a thoughtful game and a commendable premier project for Again Again*

**JS**

*The Munsters TV programme, although dated, is quite funny; sadly, their game is just dated. Flat, blandly-coloured characters wander around two-dimensional rooms, collecting useful items, in an attempt to lift this game above mediocrity. The TV show's theme tune has been faithfully recreated and the sound is nothing out of the ordinary, but somehow the Munsters just seems to be lacking something. The game is also over-hard, with the constant barrage of the devil's advocates wiping Lilly's energy much too quickly. The later stages offer a little more variation, but aren't really worth expending the energy over.*

**SM**

spill out of the house and on to the road and the Munster's hearse is under attack. But a fearsome looking dragon which flies above the hearse turns out to be its guardian and you can pick the vehicle up to avoid the hordes of spooks. Like a nightmare, this hideous but hilarious adventure seems to go on and on.

**STA**



tow. As you lead the gruesome twosome to the roof, the house rebels against you with arms that reach out from the wall to grab Herman. Grandpa must cast a spell to stop the arms, but as you move to the coffin room more ghosts join the attack. If you survive the coffin room Grandpa turns into a bat and leads Herman to the belfry to battle against flying gargoyles - I think the Munsters should call in Rentokil. The household spooks and ghouls

STA  
Rating  
**54%**

GRAPHICS: 52%  
SOUND: 60%

LASTING APPEAL: 44%  
ADDICTIVENESS: 53%

DIFFICULTY: HARD  
1ST DAY SCORE: 17250



Considering the recent popularity of this particular caped crusader, Tynesoft had the opportunity to make Superman their first real big seller. I was expecting the game to be similar in content and quality to Cinemaware's Rocket Rangers, but I am disappointed with the result. In my opinion, the character of Superman has not been captured in this game. Additionally, although the game is played from a variety of perspectives, the gameplay is all very similar. Furthermore, the visual presentation is uninspiring and the sound effects are incidental and superficial

JS

# SUPERMAN

*"Is it a bird? Is it a plane? No, it's Tynesoft's attempt to turn 'The Man of Steel', into a man of pixels!"*

— TYNESOFT (£19.95) —

'You are The Man of Steel', exclaims Tynesoft with some conviction. But before you squeeze into your blue tights and red knickers, consider the implications - you'll probably look ridiculous. Not only that: the Earth is in great peril from earthquakes and volcanoes; terrorists have hijacked a yacht with Lois and the Governor on board; and two of your mortal enemies, Lex Luthor and Darkseid, have amalgamated to perpetrate the most fiendish crimes against humanity. A typical DC comic-strip shows bespectacled journalist changing from mild-mannered oaf to super being, and launching himself out of the office window.

Superman must meet Professor Corwin at STAR Laboratories. But as the good city of Metropolis disappears beneath the clouds, you are soon confronted by the first of many adversaries. The humble mouse assumes control of Superman, and with cape flapping in the

wind, you prepare to do combat. A so-called Boom Tube opens up in the sky and spits out a consignment of Darkseid's deadly Para-Demons. As these outlandish creatures confront you, the somewhat wayward mouse-ball action and the use of an unusual icon system must be mastered. Each of these icons represents our hero's super powers, such as Super Breath and Heat Vision, and can be selected and changed by clicking the right-hand mouse button. Meanwhile, those Para-Demons continue their attack with Concussion Cannons blazing, and each hit weakens 'the man of steel's' 'mettle'. With Heat Vision selected, tapping the right-hand button calls up a weaponry sight, while the left-hand button sends a laser beam cutting into the nearest unfortunate Para-Demon. But if the demons begin to overpower our hero, selecting Super Breath sends them fleeing into the next state in a shower of super phlegm.



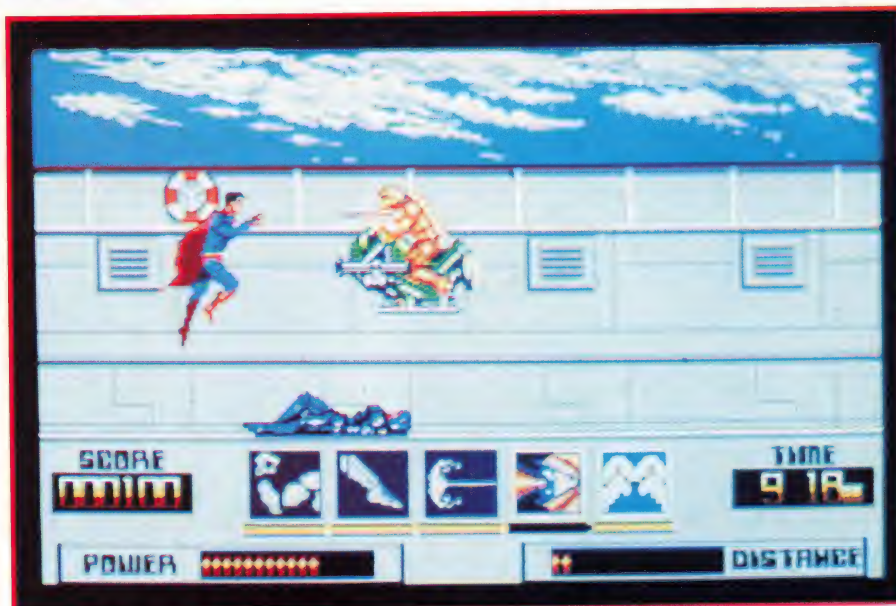


Superman seemed like an ideal choice for a fast action arcade game and I was certainly looking forward to playing it. Tynesoft's attempt to pixelise the man of steel has not been wholly in vain. Superman's graphics are very good and highly polished. The sound, too, is well implemented, the film's original musical score especially caught my ear. Unfortunately, despite the well-above-average sound and graphics, Superman is much too difficult. I seldom managed to get past the first level. To sum up, Superman is a well presented game let down by excessively difficult gameplay.

NC

Daily Planet editor, Perry White, informs Superman that the Governor and Lois are being held hostage and that you must fly, with all haste, to the yacht Atlantis, which is docked in Metropolis Harbour. In this face-to-face confrontation, your task is to board the yacht, defeat the terrorists and rescue Lois and Governor Lee. For this fight, Superman is endowed with an extra power, Super Kick. A superhero's work is never done and Superman finally reaches the laboratory where the prof informs him of uncharacteristic seismic activity, which could cause destruction of global proportions. The professor explains that he must board the shuttle and travel to Star-lab to gather further data, and asks the caped do-gooder to escort the shuttle through an expected asteroid and Kryptonite storm. This section of the mission is fought from an overhead perspective, which shows Superman flying near the shuttle. Dwarfed by his protege, the man of steel must use every power he possesses to intercept and block the asteroids and lumps of Kryptonite. The massive asteroids just bounce off our hero, but the green lumps of Kryptonite sap his power.

You may be wearing your trunks but there's no chance of a dip and a sunbathe on board the yacht Atlantis. Lois and the Governor are in deep peril and the screen scrolls horizontally bringing with it an entire army of terrorists



Despite the potential of the licence, Superman fails to impress on virtually all counts: the graphics are drab and lifeless and the sound tinny and annoying, whilst the gameplay is repetitive to the extreme, consisting of a variety of views for similar tasks. To be fair, though, the graphical interludes with their story-board overtones are attractive, but even these only serve to annoy after a while, leaving nothing to raise this over-hard package above average.

SM

On reaching the lab, you must guide Superman through an airlock and fly or run down the corridors to the nerve centre. But the wayward defence system has mistaken Superman for an enemy intruder and robot guards are programmed to stop him. These crazed droids fire bubbles which envelope the man of steel, and the only way to escape is to quickly select Super Kick. At the control panel, Heat Vision must be used to melt the security system which renders the lab safe. Now the professor can obtain the information he requires and correct the security system. But another asteroid belt is approaching and so the caped one must fly outside and deflect the rocks away

from the satellite. The professor traces the source of the disturbances to an unidentified space station and gives Superman the coordinates of its position.

Fighting off more of Darkseid's minions, Superman reaches the malevolent station with the name 'Lexcorp' written on the side. Whilst being bombarded by a laser and missile fire, Superman must use his Super Vision to locate the ship's control devices and disable the defence system. With the Lexcorp vessel disarmed, the action is transferred to the perilous corridors within the craft and you must face your final battle against Luther's angered droids as they protect the fiendish device which is currently disrupting the Earth - a superhero's lot is not a happy one!



The prof tracks the seismic disturbances to an unidentified space-craft with 'Lexicorp' written on it

STA  
Rating  
**61%**

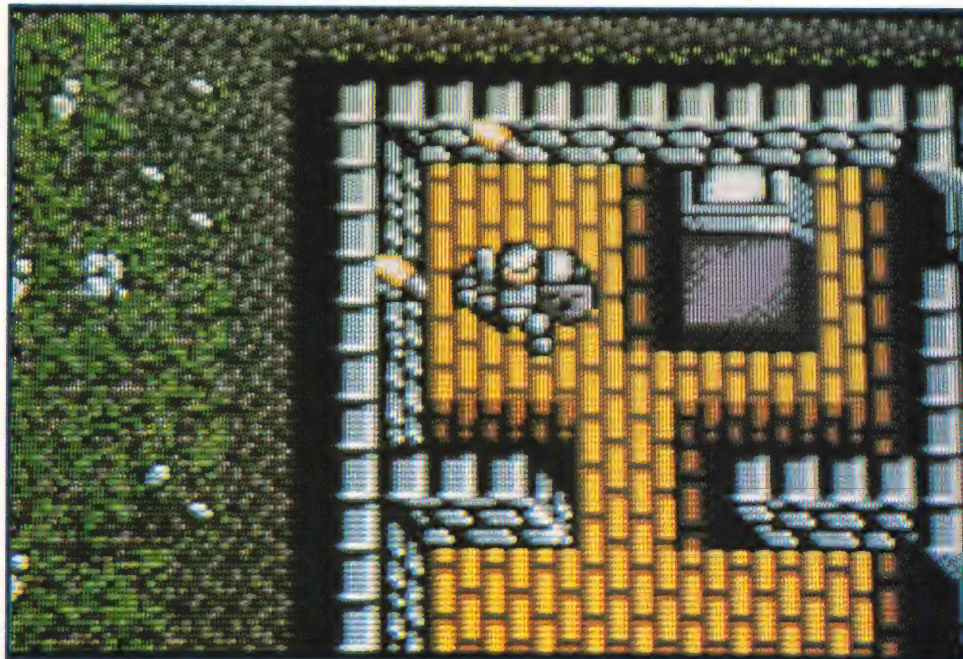
GRAPHICS: 65%  
SOUND: 62%

LASTING APPEAL: 45%  
ADDICTIVENESS: 57%

DIFFICULTY: HARD  
1ST DAY SCORE: 58333



Chivalrous knights are usually knock first, but as the kingdom is in trouble we'll let you off - just this once.



# TIMES OF LORE

*"There once was a time when life was simpler. There was treasure to be found, giants to be slain and kingdoms to be won. Those were the Times of Lore."*

— — — — — **ORIGIN (£24.95)** — — — — —

The rich and vast kingdom of Albareth is just the place for a young warrior to make his mark. There are many taverns where the weary traveller may rest his head and listen to the stories of the gold and glory which lie beyond the enchanted woods. For a few gold pieces the innkeeper will sell you enough food to enable you to walk as far as the next village where you can shelter from the dark which each night covers the land (and the screen). As you tramp narrow paths of the kingdom, monsters of every kind will converge upon you hurling clubs, rocks and arrows. You could run and dodge, of course, but trading blows with the fiends could pay dividends as they may be carrying gold or magic scrolls which will come in very handy. The fighting sequence is very simple and consists of facing your adversary and pressing the fire button three times.

Combat will reduce the size of your 'life-candle', but you can always use one of your magical scrolls to rejuvenate your wick.

There are lots of quests to be carried out, but the promised 'arcade thrills' are a non-event as our plodding hero easily out-manoeuvres the attacking monsters. Solving the puzzles with the knowledge gained from passing peasants can be fun and the game does have the power to keep you coming back. It's above average for this kind of game, but it's got little that's new and it's hardly earth-shattering.

**AM**

Contrary to these other heathens, I did like Times of Lore. OK, so it isn't really an adventure game - more like an arcade quest type of thing. But it managed to keep my attention for some time. The game's action is somewhat slow to start with, but once both the magic boots and axe have been found, the game soon livens up. I have counted six quests so far and I'm certain there are a few more. Both the game's graphics and sound are well implemented and compliment it well. Time of Lore is similar to the Ultima series but without the magic - an acquired taste.

**NC**

You may choose to be represented on-screen as either a young, axe-wielding barbarian, a female valkyrie or a sword-swinging knight, but there does not appear to be any difference in your character's abilities.

The game looks very similar to that of the Ultima series. Your small, tramping figure crunches noisily across a landscape which scrolls through woods, towns and castles. (Unlike the Ultima games, in these







Bandits and Orcs frequent the forests, some will even follow you home. However, if you stand your ground and battle it out you'll soon send them to their graves.



quests you are pretty much on your own. Other characters may be quizzed for information which will enable you to locate the objects which are needed to fulfil each of the dozen quests, but there is no option for them to join you in your search. You may enter many of the houses and castles which stud the map, and here you will find more peasants and knights who may impart vital information. Staircases will enable you to gain access to the cellars which can, on occasion, lead on through secret tunnels to even more levels in nearby buildings.

The command menu has the icons which allow your hero to 'Speak', 'Examine', 'Use', 'Get', 'Drop' and 'Offer'. There is also a candle whose length represents your present health.

Scrolls, gold, food and various magical items are to be found littering up the place and these may be used or given to the other characters. The game is completely icon-driven and no text input is required. Sheltering in a friendly inn will help you recover your strength and allow you to save your game position.

The game pack includes a large coloured map of the kingdom which enables you to easily plan your route along the stony pathways which wind through the enchanted forests. If you

are not safely tucked up in bed by nightfall, you will find that the screen will darken and you will be forced to blunder around for a time until the sun rises. The game does seem to have a few inconsistencies in this area. Should you decide to reload a previous saved game during the night time, you will find that the game forgets to reload the sun in the sky! It would also appear that you must save on your master game disk - which is not only awkward as it means you have only one save position, but potentially dangerous.

STA  
Rating

**66%**

**TEXT/GRAPHICS: 72%**  
**GAMEPLAY: 60%**

**LASTING APPEAL: 60%**  
**ADDICTIVENESS: 62%**

*Pass! I didn't like this game, in fact I found it rather boring. It says on the box that it's 'A Classic Adventure Featuring Arcade Thrills'. Well, I cannot dispute this because I didn't finish the game, I got fed up with it. It's all very well having a graphically orientated game with icons etc., but you still have to make it exciting and challenging and I didn't find it either of these.*

**SK**







As is expected of Epyx's high standards, the games are preceded by the usual ceremonies.

As a great fan of 'The Games' series, I was pleased to see that this latest addition was up to the high standard of the others. However, the news isn't all good. As with originals on the ST, World Games and Winter Games, there are a couple of duff events that offer very little entertainment: in this case, the ice dancing and the speed skating - the two that failed first time round. Presentation is of a very high standard, with the usual opening and closing ceremonies, and there's even a firework display after the final ceremony! Basically, The Games: Winter Edition is another worthy sports sim from Epyx.

**SM**

# GAMES: WINTER EDITION

*"Epyx are renowned for the quality of their 'Games' series. After a lengthy break, they return to the sports simulation arena. Will they retain their gold ? "*

US GOLD/ Epyx (£19.95)

Loosely named as Winter Games II, The Games: Winter Edition houses four new events and three new versions of old favourites. Each event can be played alone or with up to seven friends competing, with any new records being saved onto disk for posterity - and the chance to gloat! Having selected the number of competitors and their respective countries, there is a brief sequence showing the opening ceremonies, but this can be skipped, if you so wish. So don your winter woollies, and polish that old tea tray because the first event on the agenda is...

*The Games: Winter Edition is yet another classic from Epyx. Sure, there are a couple of duff events - especially the figure skating. But Epyx have continued to improve their already high standards. All of the events are well presented, easy to learn but difficult to perfect. The graphics are very good, stunning in places. I particularly enjoyed the Ski Jump event; the scrolling as you leap off of the ramp is brilliant! The game's sound effects are good too, with the usual national anthems and the appropriate crunching of soft snow. Overall, The Games: Winter Edition is great fun, especially when played with a group of people.*

**NC**



Hurting around the bends with only a thin tray between you and the ice.

STA  
Rating

**77%**

GRAPHICS: 81%  
SOUND: 65%

LASTING APPEAL: 72%  
ADDICTIVENESS: 78%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A





**Ski Jumping:** Take the role of a would-be Eddie the Eagle, as you wax down your skis and prepare to take your life in your hands. Viewed from afar, your rapid descent is depicted by a cluster of pixels bombing down the run. Pulling down on the joystick increases your speed, and the view changes to one as seen of through your own eyes and looking down on your skis. Pushing left and right on the joystick corrects any deviation from the straight path and on reaching the end of the run, you must press fire to launch yourself into the air. Once again the view changes as your man is viewed from sideways on. The joystick now changes his posture, allowing him to raise and lower his arms and change his stance, and when the ground rises to meet you, pressing fire achieves a safe landing.



**Speed Skating:** Another revamped event but viewed from a different perspective. Two figures are shown within a plan view of the course, with their positions represented by two dots. Pressing fire starts the race, and rhythmically wagging the joystick in time with their legs increases their speed. Care must be taken on approaching the bend, where it is normally best to slow down, or your man will fall flat on his face, losing valuable time.



**The Luge:** If you thought the bobsleigh was dangerous, you haven't seen anything yet! At the beginning of a tortuous ice track you are laying on a mini-toboggan that is built for speed. Using the manoeuvrability of the luge, combined with the maximum use of your body weight, you must make your way to the finishing line in as short a time as possible. Having built up the momentum to push off, you are sent hurtling along the windy course. Pressing fire, digs your spiked gloves into the ice to aid momentum, and using the joystick to control the luge, you must hug the insides of the curves in an attempt to gain speed and to shorten the distance. There are four courses to choose from, each more dangerous and windy than the last.



**Slalom:** From a diagonal viewpoint, this particular slalom, unlike the downhill, is played over a totally smooth course. There are four courses to choose from, each one increasing by fifty metres in length and, once chosen, it's time to ski! Using the joystick in the usual directional positions, you must weave your man in and out of the poles that litter the course. Failure to do so, not only sees you disqualified, but sees you roll and roll until you look like a giant snowball!



**Down Hill:** Before you begin this skiing event, there is an option to set the cameras so that they always get your best side! As opposed to the earlier slalom, the viewpoint for this game is as in the ski jump, i.e. looking down on your skis. Additionally, this event sees you attempting to guide your character between two flags, rather than in and out of them. As you rush down the course, the wind threatening to remove the bobble from your hat, all the various bumps and uneven surfaces must be taken into consideration, or you will miss the gates and receive a time penalty. At the end of this event, having received any medals, there will be another short animation sequence showing the closing ceremonies.



**Figure Skating:** Changing from our skin-tight suit into a tasteful Tu-Tu, we prepare to show the judges our skills of choreography and grace. Before you begin the skating, a suitable piece of music must be chosen. There are several pieces on offer, ranging from Jazz to Hi-energy pop, and bearing in mind your choice, your dancing should match the pace and style of the music. Unlike the ice dancing in the original Winter Games, all your moves are chosen before you take to the ice. The joystick is used to choose from one of eight moves, and your routine must contain ten. Once your choreography is set, the screen changes to that of the rink with your dancer in the spotlight, performing your chosen moves. When the sequence is over, the panel of judges will each give a mark out of six.



"After Hewson released the excellent and inspired *Nebulus*, they were, as a consequence, faced with a daunting dilemma - what if they failed to attain that standard of excellence with their next release?"

# CUSTODIAN

HEWSON (£19.95)

Getting the difficulty level in a game just right is not the easiest thing to do, and this is Custodian's major fault. Although each level's play area is not particularly big, the succession of multi-coloured creatures that attack our hunch-backed hero is absurd, leaving the completion of a level down to pot luck. It is a real pity that the excess of difficulty wasn't nipped in the bud, because Custodian has all of the style we tend to expect from Hewson. The graphics and sound are top notch, with the scrolling being surprisingly smooth considering the garish backdrop. Sadly, all these plus points are worth very little if the game is unplayable.

SM

As its name and scenario suggests, you are in control of a custodian who must protect a tomb from a swarm of marauding aliens in search of nourishment for their young. These deadly infants appear at random throughout this labyrinthian catacomb in the form of relatively harmless pods. But in this seemingly benign form, they absorb energy and slowly but surely grow more powerful and destructive. The pods are equipped with energy suckers which they fire at your custodian and drain your life's energy like leeches, and the more powerful the pod becomes, the more energy its suckers absorb. A sucker must be shaken off immediately, before it causes too much damage. As a custodian, you must protect your protege from the leeches by grabbing the pods, quickly locating one of a few so-called pod annihilation chambers and throwing them in. But as the leeches suck away at both the tomb's and your energy, time is running out.

The game screen is a confusing display of pipes, factory machinery and large glowing skulls, and there is no obvious link between them. Using a joystick or an array of key commands that will test your dex-

terity to the limit, you control the custodian. Your guardian is a red devil of sorts, bent forward under the weight of a rocket pack which is tied to his back - an unlikely-looking tomb protector, but he is your only tool to halt these alien vampires. You are outnumbered one hundred to one as wave after wave of alien forces flood the tomb.

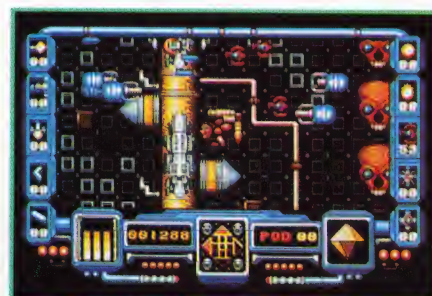
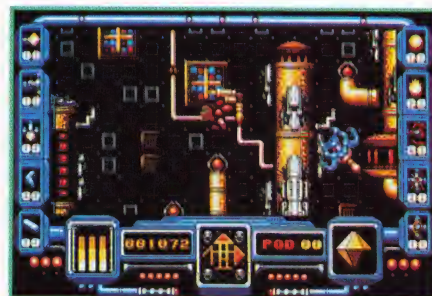
These variform beings maintain a constant attack to ensure that the pods continue to be nourished without interruption. As many as twenty Pods appear at random throughout the massive tomb and they continue to absorb the energy undetected. Your daunting task is to track down every cluster before they suck the tomb dry. This search is accelerated by using Teleports which transport the custodian to other

areas of the tomb, although each teleportation costs an extortionate 100 credits.

Your weaponry is in constant use and must be replenished by moving into one of a few silos scattered around the tomb. Once inside, you can select a variety of weaponry and re-emerge in the tomb to continue the pod clean-up campaign. Having collected some of the deadly brood,

*In an attempt to equal the originality of Nebulus, Hewson have created a quite bizarre game in which aliens seek to absorb energy from the one thing that has no energy - the dead! This game is a profusion of explosions and colour, and at times, the action is a little uncontrollable and confusing. The game within a game idea has been used effectively with the destruction of the alien pods and weaponry selection and, as usual, Hewson have wrapped an original concept in some attractive packaging. But I can't say I enjoyed the game very much - too confusing by half!*

JS



they must be taken to an annihilation chamber and destroyed. Inside these death cells the pods try and escape the chamber, but pressing the firebutton sends four lasers cutting into the shell. But if you fail to hit the pod it will continue to grow and finally disappear back into the tomb. Every pod must be collected and destroyed before you can move on to the next tomb chamber.

STA

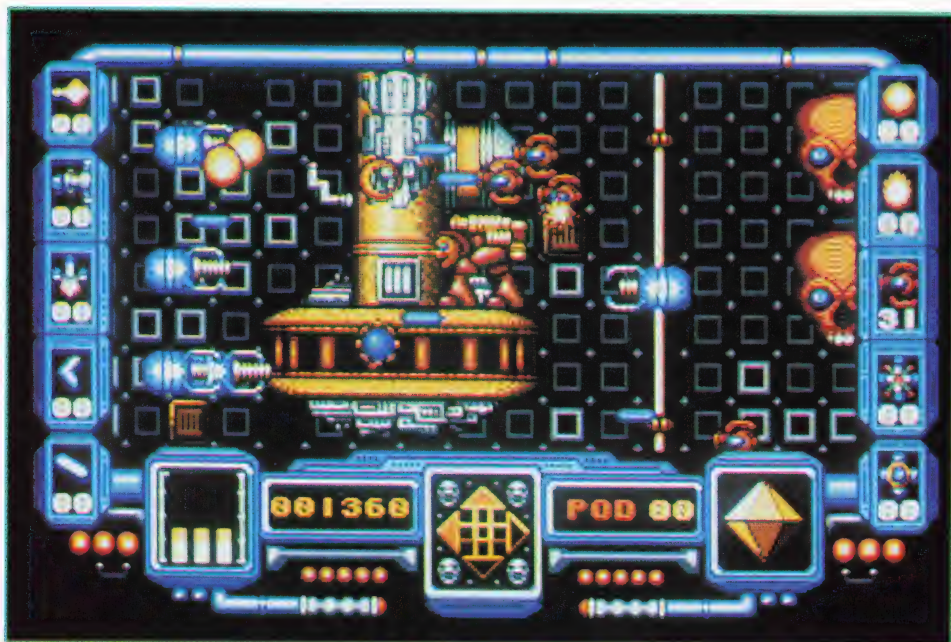
STA  
Rating

56%

GRAPHICS: 57%  
SOUND: 48%

LASTING APPEAL: 45%  
ADDICTIVENESS: 52%

DIFFICULTY: HARD  
1ST DAY SCORE: 3517





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*The winner of the Thunderblade competition is Ryan Birchall, from Brighton in Sussex. He wins an incredible Gauntlet II arcade machine. Well done, Ryan!*

*The 20 runners-up who each win a Thunderblade game and T-shirt are: Simon Allen from Birmingham, Darren Buckley from Stockport, Daniel Ward from Coventry, Piers Foot from Keyworth, Mr C. Millar from Dumfries, Paul Monger from Hayes, Mr A. Bogue from Stourport, Nigel Critten from Norwich, Michael Duncan from Normanton, Richard Smith from Hunckley, Greg Asbury from Wolverhampton, Adrian Hodgkinson from Crewe, Graham Royal from Salford, Michael Pass from Loughborough, Kevin Clements from Edinburgh, Noel Sumner from Lymm, Daniel Silver from Woodford Green, Ben Coleman from Shepperton, Barrie Pease from Rayleigh and Paul Sheward from Shrewsbury. Well done! All of you.*

*In case you were wondering, here are the correct answers:*

- 1. Thunderblade*
- 2. Volleyball*
- 3. Shackled*
- 4. Final Assault*
- 5. Pepsi*
- 6. Merlin, Thyra, Thor and Questor*
- 7. Halls of Kairos*
- 8. Beach Head*
- 9. Leaderboard*

## OCEAN COMPETITION

*The five lucky winners who will be placed on Ocean's VIP mailing list are; Mark Holness from Luton, Mr D.M. Raymond from Stickney, Kevin Scales from Normanby, Graeme Dolderson from Dronfield and Mr J.A. Stockwell from Honley. Well done and congratulations to you all.*

*Just in case you were foxed by the questions, here are the correct answers:*

- 1. Daley Thompson*
- 2. Imagine*
- 3. Bob Wakelin*



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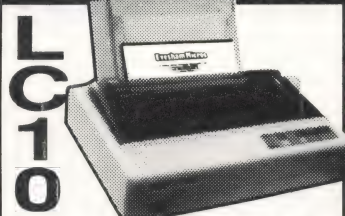
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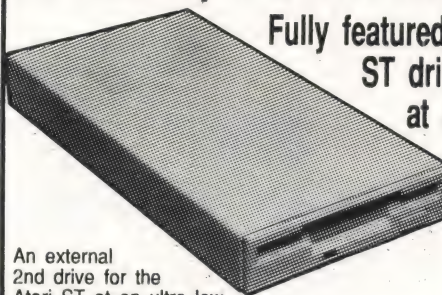
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# CROSSWORDS

AKOM (£15.95)

Whether a seasoned puzzler or recent neophyte, nobody can resist the challenge of a crossword puzzle. Perspicacious author, David Akenhead, recognized it as a natural candidate for computer emulation and produced the Times Crossword volume 1, which consequently received laud-

able reviews. Based on this not entirely unexpected success, he has formed a company called AKOM and has since produced three more volumes, including the Times Jubilee puzzles from 1932-87, which reflects the changes in style over the years. Additionally, Akenhead has developed four volumes of Sun crosswords, which feature straight, specific word clues as well as cryptic.

The key to Akenhead's success with these computer puzzles is the simplicity of presentation and ease of use which ensure uninterrupted puzzling. Experienced solvers will be familiar with the format of this interpretation, while neophytes can benefit from a clue-by-clue analysis which is designed to facilitate the art of cryptic crossword solving. Each volume is accompanied by a booklet which gives a

comprehensive explanation of the dozens of abbreviations used in puzzle solving. There are five levels in the The Times puzzle and at its highest level, you are offered no help other than the cryptic clues themselves, and so it is advisable to opt for an easier puzzle which will enable you to become accustomed to puzzling. Likewise, the Sun crossword has five levels of difficulty and the puzzle screens are arranged similarly.

The instruction to 'insert clue number' appears and on doing so press Return. Then, if there are two possible clues,

you press 'A' or 'D' for Across or Down. Now you can ask for a clue and the 'Help? Y/N' appears. If your answer is No, you must complete the solution. If Yes, the computer reveals a further clue. There are other instructions which can be used which are equally as comprehensive as these basic commands.

A thorough, challenging and comprehensive crossword computer game that everyone will enjoy. Experts will particularly enjoy the Times Jubilee volume. I haven't a 'crossword' to say about it.

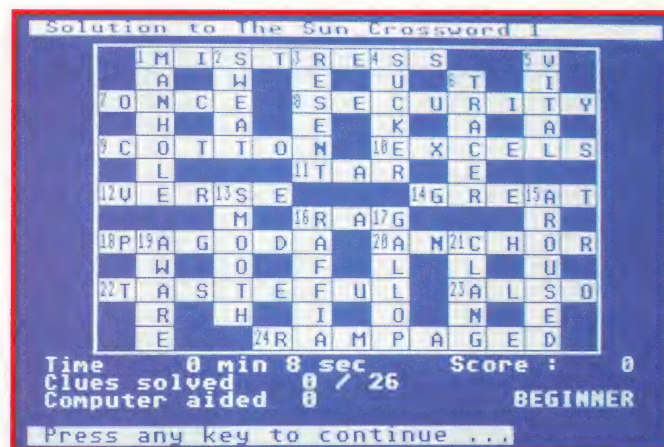
STA

STA  
Rating  
67%

GRAPHICS: 63%  
SOUND: 50%

LASTING APPEAL: 75%  
ADDICTIVENESS: 65%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A



# GAME OVER II

DYNAMICS (£19.95)

The inspiration for the title for Game Over and its sequel, must have come from the poor blighter who had the unenviable task of play-testing the games - 'Infuriating' would be equally appropriate! Initial encounters with the game are short-lived, and even the most zealous and determined arcade addict will hear and see those terminal words many times during the course of a battle.

But just what is it that makes this game so, so...arghhh! A completely irrelevant, but nevertheless interesting, screenshot of a scantily clad space-woman is superseded by a menu screen.

Throughout the four phases of the game, explains the implausible but imaginative scenario, your mission is to rescue the hero of the rebellion, Arkos, who has been imprisoned. In phase 1, you must approach what is termed Moon 4, where you are subjected to a barrage of attack. The reason that the game is so difficult is immediately apparent, as the game-play area is slightly smaller than a postcard, and as every game player knows, you need room to manoeuvre. The horizontal scrolling is relentless and unstoppable with a variety of enemy craft, missiles, asteroids and balls of so-called incandescent magma. In a desperate fight for survival and airspace, you eventually reach the caverns of the planet where



the game-play area is reduced even further by the rocky innards.

For the next phase of the game, you must abandon the assault craft and mount a sort of kangaroo-cum-horse called an Adrec. Armed with a mere photonic blade, you must hack your way through swamps which are infested with giant toads and Pterodactyls. It is impossible to complete the mission unless you can reach and collect an ionic laser which arms you to full power. Escaping the jaws of the 'Plentasaurus' and piranhas which dwell in the lake, the final assault must be completed

in a helicopter. Over volcanic terrain, avoiding lava landslides and avalanches, you must pilot the helicopter to the prison where you are welcomed by the final bastion of alien defence - the awesome red devils.

I like the variation in game-play in Game Over II, but its cramped conditions and prolific enemy make it a devil of a game - you will either play it to death or tear your hair out in frustration.

STA

STA  
Rating  
33%

GRAPHICS: 50%  
SOUND: 35%

LASTING APPEAL: 22%  
ADDICTIVENESS: 26%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 56000



# AIRBORNE

**MICROPROSE (£24.95)**

*"Microprose come down to Earth, literally, with their latest military simulation."*

Airborne Rangers, they state, is an insight into the commando combat tactics used behind enemy lines - and there's not an altimeter nor airspeed indicator in sight. The Airborne Ranger regiment is an elite of

ing and soul-destroying in the world. Each training Ranger must experience all types of warfare in realistic situations and, in accordingly, Microprose offer two levels of assignment called Practice and Veteran.



The action takes place in a near full screen eight way scrolling window

crack troops, similar in many ways to our S.A.S. They are a military thunderbolt who use the elements of shock and surprise to their full potential. The question is: can Microprose capture the essence of this elite squad with what appears to be no more than a regular, rank and file Commando-style game?

The training for Airborne Rangers is reputed to be the most arduous, humiliat-

There are twelve missions to attempt which are as diverse as kidnapping an enemy officer to single-handedly disabling a SAM missile site. Each assignment has been designed to present you with a variety of difficulties to overcome and set in environments ranging from the icy wastes of the Antarctic to the blistering heat of the desert, where you are limited in how far

*I like the idea of combining a Commando-style game with the wealth of options that all Microprose games enjoy, but something is lacking in Airborne Ranger. There are plenty of missions, each requiring a different tactical style of approach, but the game lacks that certain 'grab' feeling. The game's eight-way scrolling is absolutely faultless but, sadly, I feel the graphics could have been much improved. Sound is also basic, but there is an above-average tune on the title page. Airborne Ranger will appeal to those who enjoy games that require a modicum of quick reflexes and planning, but it's not my cup of tea I'm afraid.*

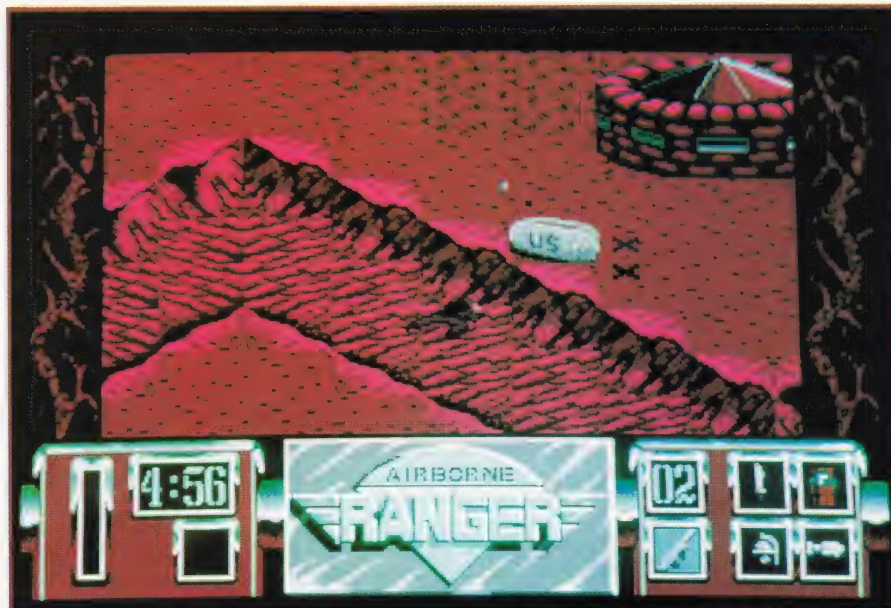
**SM**

you can travel before tiring. On selecting a mission, you have the facility to alter the level of difficulty which regulates the strength of the opposition - one aspect that a real Ranger has no control over!

Mission: Disable Enemy Aircraft by means of discreet infiltration. Effective commando raids rely on swift but thorough preparation, and first you must pack the supply pods which will be dropped on the terrain. You are going to need magazines for your Carbine Assault Rifle, grenades, time bombs, a LAWS Rocket launcher and First Aid kits. But there is a limit to how much you can pack, and so the skill is to include a balanced representation of everything. The attack begins with an airdrop to the Mission Zone where as yet, the enemy are unaware of your imminent assault. As the V-22 Osprey flies across the arctic ter-

*Basically, Airborne Ranger is a straightforward commando-style game. It is the added extras, however, that make it something special. The different missions included within the game all require a certain amount of thought; there's no point, for instance, in blowing up everything in sight when your task is to photograph a top-secret jet - it will simply fly off. The game's sound effects are the rudimentary battleground noises you would expect, while the graphics are good - albeit not quite how I imagined them to be. Airborne Ranger may not be quite in the same league as Gunship, but it is a good game - certainly one that grows on you.*

**NC**





# RANGER

rain, pressing the firebutton releases the supply pods and, finally, your Ranger parachutes down to the perimeter of the zone. Guiding the parachute away from the reels of razor wire and mine fields, the Ranger lands in enemy terrain and the screen changes to show a Commando style perspective - you're on your own, Ranger!

Your unit is planning to storm the enemy airbase at 0900 hours, and so speed is of the essence. A keyboard-overlay indicates the numerous key commands. For example, tapping the control key reveals a map of the terrain pinpointing your position in relation to the enemy, minefields and razor wire. The joystick takes control of the Ranger as you make your way towards the airstrip with constant reference to the map. In this particular mission, the use of weaponry must be kept to a minimum, as gunfire and explosions will alert the enemy allowing them to scramble the fighters and the airstrip will be deserted when you finally reach it. Discretion is the better part of valour, and so avoid confrontations, keep out of sight in the ravines, and belly-crawl by pressing the spacebar.

The icy winds impede the Ranger's

hearing; enemy patrols are constant and cover on the icy wastes is limited. Combined, these factors make a confrontation inevitable. The numeric keyboard has been designated for weaponry deployment and a tap of the '(' key initiates a grenade; a floating gunsight aids your aim, and pressing the firebutton lobs a grenade into the patrol - there are no survivors. The whole area is now aware of your presence; the original mission is scuppered and your priorities are self-preservation and to cause as much destruction as possible. The terrain around the airstrip is covered in bunkers, hangars, aviation fuel dumps, control pyramids, which are all essential to the enemy's effectiveness in that area. Using the map, you must locate your supply drop and reload with ammo and time bombs. Grenades and rocket launchers are effective on bunkers and manned turrets, but larger buildings require the added muscle supplied by the time bombs. Belly crawling to the target, tapping the numeric '1', '2' or '3' key sets a five, ten or fifteen-second explosive device - you have this time to evacuate the area and find cover. Self-preservation is again your main objec-

tive and with supplies running low you must admit defeat and select 'Call Pick up', dig down and wait to be rescued.

**STA**

STA  
Rating

**70%**

**GRAPHICS: 66%**  
**SOUND: 57%**

**LASTING APPEAL: 76%**  
**ADDICTIVENESS: 69%**

**DIFFICULTY: AVE-HARD**  
**1ST DAY SCORE: N/A**



## ACTION SHOT 1 & 2

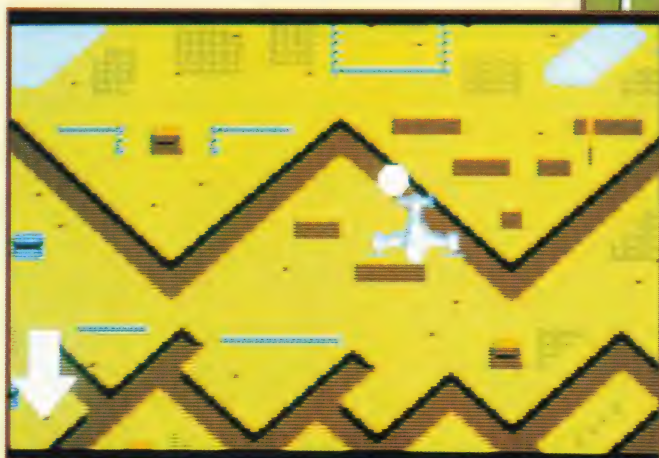
Pack up enough weapons and supplies in each of the supply bags before you embark on your mission.

Final briefing are now given - its too late to turn back now soldier!



## ACTION SHOT 3

Your first task is to drop supply bags by air into enemy territory. Placement should be careful as this could effect the success of your mission





# ST ACTION



To commemorate this event, MicroProse have produced a unique Combat Crew title screen and the disks themselves are an exclusive green.

The box is also specially marked to further set these copies apart from the usual Airborne Ranger version that will be available soon after.

So, if you're looking for an exclusive offer and the chance to join MicroProse's Combat Crew, fill in the form below and enclose a cheque/PO for £24.95 made payable to

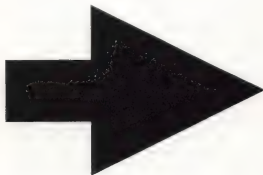
MicroProse. Post and packing is included in the price and the game will appear on your door-mat **before** the normal version appears in the shops.

You will then be part of the crack Combat Crew and will receive game hints and product news from MicroProse and will also be eligible for further exclusives from MicroProse, such as unique MicroProse promotions and the chance to participate in MicroProse play-offs.

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STA  
Rating

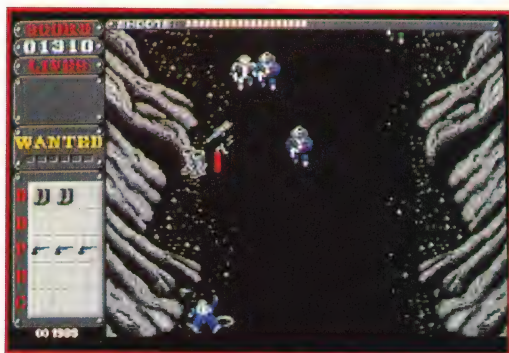
62%

GRAPHICS: 58%  
SOUND: 55%

LASTING APPEAL: 59%  
ADDICTIVENESS: 59%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 16,110

Taking us back to the mean era of the Wild West, where men were men and so were the women, those innovative chaps at Infogrames have taken the basic formula of a vertically-scrolling shoot'em-up and added a western theme to it and, in the process, have produced an interesting variation of the somewhat hackneyed theme. The setting is a dust bowl



of a town called Arkansas, and you, a rugged bounty-hunter, are about to attempt to bring four outlaws to justice.

Before you begin your travels, you must choose which one of the four varmints you wish to track. Each outlaw has a price on his head, the first beginning at a measly \$5000 and the highest being \$20000, with the difficulty level

Take away the desperados, sixshooters and Wild West backdrops, and Wanted is a very typical vertically-scrolling shoot'em-up, complete with weaponry and energy-replenishing objects to collect. The idea of taking this prolific theme of computer entertainment and setting the action in a completely different environment is a fine example of Infogrames ingenuity and originality. However, although Wanted maintains the essence of the genre, a game cannot sell on its original interpretation alone. Like so many shoot'em-ups, this game lacks variety. At full price, this game runs the risk of not being Wanted

JS

"Yee-haw! So you think you're the rootin' tootin' quickest draw in the West do ya, Boy? If that's so, prepare to find out in Infogrames' gun-totin' shoot'em-up!"

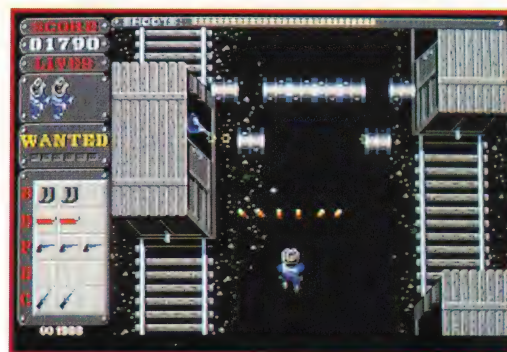
# WANTED

INFOGRAMES (£19.95)

Vertically-scrolling shoot'em-ups have been getting a little tired to say the least recently. So, with its unique Wild West scenario, Wanted had to be a lot better - didn't it? Unfortunately not. The gameplay is very uninspiring, and the game seems to be a blatant rip-off of an aging coin-op called Gunsmoke. Stalking upscreen, shooting varmints was fun for a while, but with the dubious collision detection and the lack of anything remotely different happening, instead of reaching for my gun, I was reaching for the reset switch.

SM

going up in relation to the reward. Having chosen, the game begins with our lone hero waiting at the bottom of the screen. Using the joystick, our mean hombre can move in the customary eight directions, whilst pressing the fire button unleashes a volley of bullets. As well as his trusty six-shooter, our cowboy also has up to three sticks of dynamite. These are activated by pressing the space bar and act like smart bombs, annihilating any enemies or obstacles onscreen. However, there is no way you are going to round up dangerous criminals with a single gun and a couple of sticks of TNT, so, to aid you in your fight against the outlaw and his gang, extra weapons and bonuses can be added to your armoury. These are gained by shooting the barrels that litter the screen. When, after two or three shots, they finally collapse an icon will be revealed and by walking your man over this, whatever was in the barrel - an extra life, a shield, extra ammo, or faster fire - will be added to your inventory. However, if you lose one of your



lives, one of the options you have collected will be lost. Lives are lost in three ways: being on the wrong end of a bullet; coming into contact with one of the gang; or by being crushed in one of the frequent rockfalls.

Survive the continual attacks from your aggressors, and eventually you will come face to face with your chosen outlaw. A shoot-out ensues, and if you manage to kill him, you will receive your reward and can go after another unlawful critter - albeit with added hazards and a larger gang to contend with...

STA



Make your way into town with all barrels blazing, but watch out for the rooftop snipers.



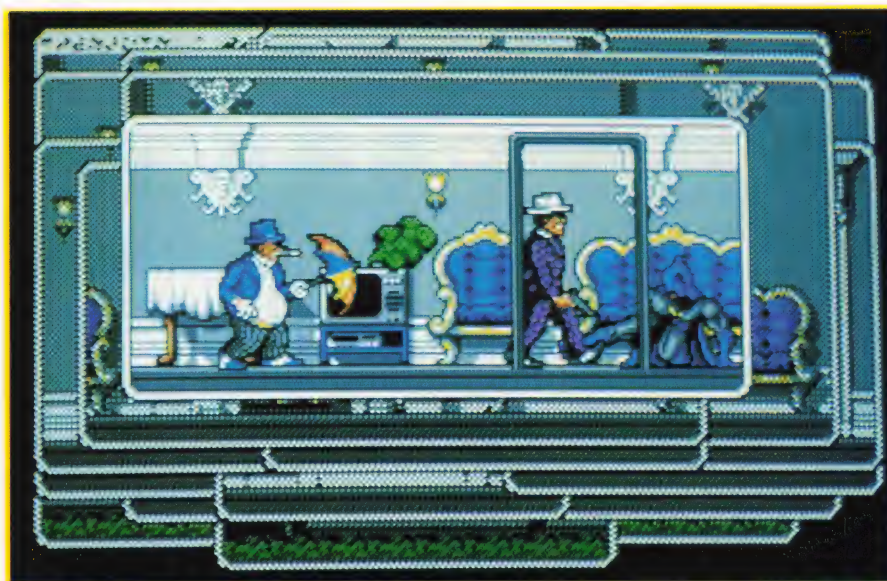
Combining excellent graphics and sound with intriguing gameplay, *Batman* proves itself to be the best arcade/adventure to appear on the ST. The *Caped Crusader* stands nearly half a screen tall and is animated beautifully. The windowing system works very well, giving a unique cartoon-style atmosphere which, surprisingly, doesn't slow down the action. Special FX have done a terrific job of bringing *Batman* to the ST, and in the process have produced a long-lasting game that is nigh-on faultless.

SM

"With a Zap! A Ker-pow! And a Ftumch (Ftumch!?)!

Another cartoon superhero is turned into pixels. Can the *Caped Crusader* save himself from the dastardly fate that has befallen *Superman* and *Captain America*? Read on, *True Believer*, and all will be revealed..."

The *Caped Crusader* will certainly have his work cut out as he tracks down his two arch-enemies, the Penguin and the Joker.



# BATMAN

OCEAN (£19.95)

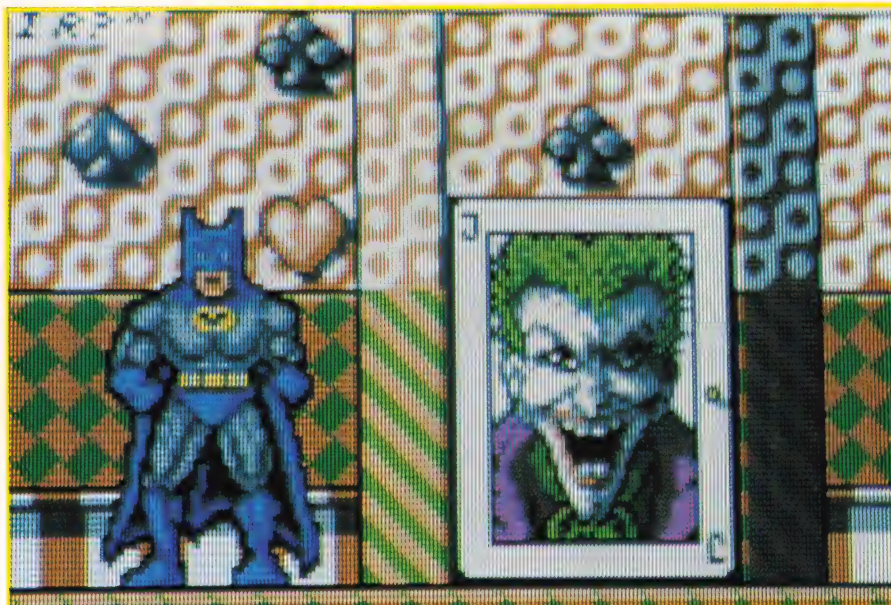
Anyone who has upgraded from an 8-bit machine may already have slid down the famous Batpole in the original *Batman* game. An isometric arcade/adventure, the game was written by top programmers, John Ritman and Bernie Drummond (who also wrote the classic 8-bit football game, *Matchday*), and involved collecting the seven scattered parts of the Batmobile. The game was a great success - despite featuring a decidedly overweight main sprite - and so the next, logical step was a sequel. The project was given to the capable hands of Liverpoolian development house, Special FX, and *Batman II*, or *Batman - The Caped Crusader*, to give it its full name, has left behind the humorous overtones of the original, and has been

based on the style of what fans believe to be the definitive *Batman* book - *Titan's*, *The Dark Knight*.

The game is split into two sections, both of which are loaded, and can be played, separately. The first task set for our *Caped Crusader*, called 'A Bird in the Hand', is to stop that fat eccentric, the Penguin (Nyuk! Nyuk!), from flooding the world with deadly robot mini-penguins - Holy Icefloes! The only way *Batman* will solve this mission impossible is if he can fight his way to the Penguin's hidden warehouse and destroy the master control computer. The second section, 'A Fete Worse than Death', involves the rescue of your faithful sidekick, Robin, from the clutches of the maniacal Joker. As always, the

*Ocean and Special FX have teamed together to bring us Batman, a highly polished arcade adventure. The graphics are spot-on and the sound compliments the game nicely too. Controls are well thought out, as are the puzzles, and the menu/action screen is also very user-friendly. I particularly found the lapping window effect very novel. Having said all this, however, Batman seemed to be just a little too difficult. I am not a great follower of games like this, but Batman would definitely be my choice in this genre.*

NC



Entrance to the Joker's lair? Maybe, but just how do you get inside?

Joker has left his calling card - a cryptic clue on the back of a playing card. On inserting this card into the massive bat-computer, our caped hero deciphers the code and realises that Robin has been tied up and left in a cart on top of an explosive-ridden big dipper. Can our hero fight his way through the deadly funfair and rescue Robin before the explosives go off, killing the Boy Wonder and half of Gotham City in the process?

Standing nearly half a screen tall, our fluidly-animated hero can move in the usual four compass directions, and as he does so, a DC Comic-style windowing system shows the newly-entered screen placed over the other visited locations. Screens of interest will feature a small clue at the top left of its box, and using these clues the *Caped Crusader* must use any objects he finds during his search to solve minor puzzles. Actually collecting the



*Holy dirty deeds! Can Gotham city survive an episode in which both the Penguin and the Joker appear? Special FX have managed to capture the camp and crazy humour of Batman in an hilarious and enjoyable game. The graphics are outstanding, particularly the characterizations of the Caped do-gooder, and the animation moves with the fluidity of a cartoon. Batman himself is an enormous hunk of pixels and I was particularly impressed at how responsive he is to the controls. Ocean have produced a game that not even Aunt Harriet and the ladies committee could quibble with - first class!*

**JS**

object is achieved by pulling down on the joystick whilst pressing fire when you will automatically collect any near-by object and enter a status screen which overlaps the main action.

Within this screen, Batman's health and inventory are displayed. His state of health is represented by a portrait of himself, and collisions with any of the Joker's or Penguin's cronies causes this to gradually disintegrate, revealing the hollow eyes of his skull beneath. Should the skull be fully uncovered, the Bat hero will die, ending his quest prematurely. However, to postpone this, seemingly, inevitable fate, food can be collected and

eaten to gain a temporary reprieve. Also accessible from this screen are the items in Batman's ten-object inventory, and a number of control options. These options include, pick up an object, drop something, music on/off and a quit option. The entire status panel and its options are icon-driven, and to use an object the cursor must be placed on the object and the firebutton pressed. The desired object's border will now flash, so, move the cursor to the 'use' icon and, once again, press fire. If you are using the object in its required place, the object will disappear from the inventory and your percentage of the solved game will increase.

**STA**



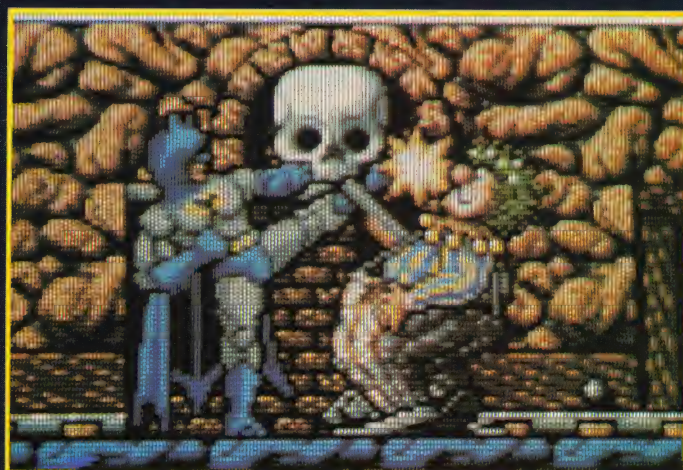
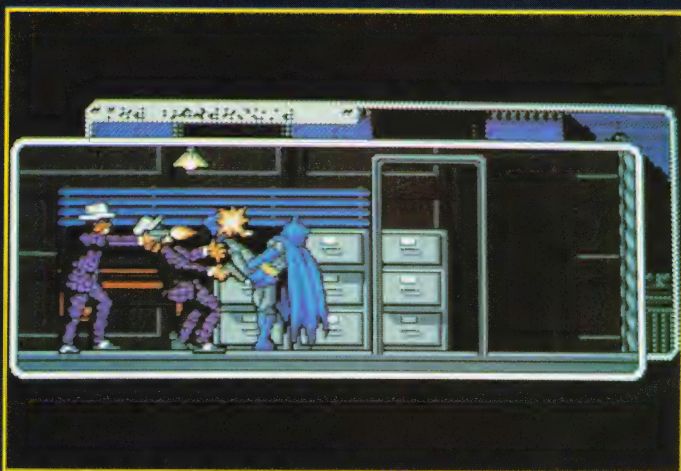
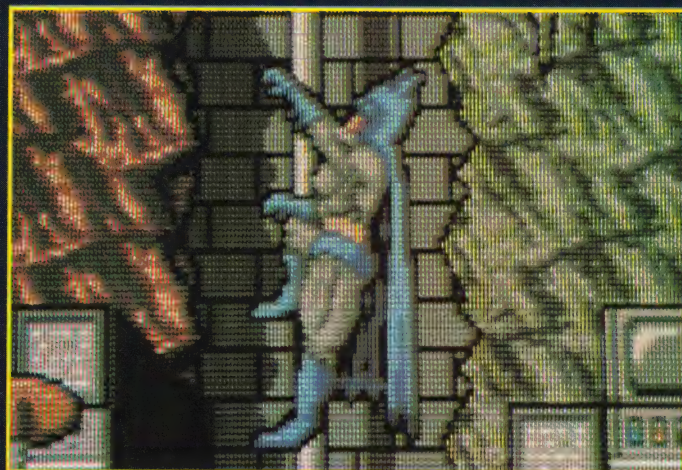
The Batmenu screen, control the Caped Crusader's actions from here.

STA  
Rating  
**73%**

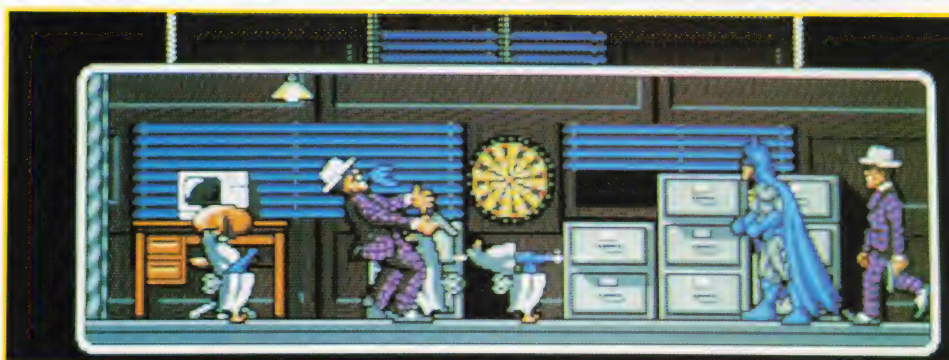
GRAPHICS: 74%  
SOUND: 58%

LASTING APPEAL: 70%  
ADDICTIVENESS: 69%

DIFFICULTY: AVE-HARD  
1ST DAY SCORE: N/A



Batman slides into action via the trusty Batpole, his quests - to rid Gotham City of the dastardly Joker and the equally unpleasant Penguin. Using the special Batman windowing system our hero travels from location to location looking for trouble. Once a baddy or henchman is found its time for the good old Batman fisticuffs routine - Kerpow! Wham! Kersplat!





"U.S. Gold's, *The Deep*, allows the player to sink ships from the safety of their dry armchair. If you do manage to get wet playing it, you're doing something seriously wrong!"

# THE DEEP

US GOLD (£19.95)

Whilst on a routine mission, you and the crew of your Nautilus-style submarine have been attacked by all manner of strange aquatic machines. Huge mantas leap out of the sea, attempting to drag your ship beneath the dark waves, whilst missile-firing submersibles fire constantly. Obviously, you are the Captain of the unfortunate vessel, and it is up to you to use every inch of your navigational and weaponry skills to fight your way through the attacks.

You begin your mission cruising sedately along the sea's surface; then, below you, enemies appear within the expanse of water. Your craft can move left and right across the surface whilst the fire button is used to drop depth charges on the unwelcome visitors. On destroying an enemy ship, it may relinquish a lettered cylinder. Collecting this tubular object causes a helicopter to appear. Collect the object it drops, and you will receive a limited supply of additional weaponry or an all-important

pod. Collecting the pods is the key to this first level, as they allow you to collect the glowing treasure sunken in the sea bed. Pressing the 'Alt' key transforms your Nautilus into the controllable diving-bell, and the game now plays akin to that old classic, *Asteroids*. Using the rotational control method of the aforementioned classic, you

must make your way through the inky blackness, until you can attach yourself to the pod. Once connected, make your way up to the surface and the screen will scroll until you reach the next pod.

Having collected three pods, level two commences with your ship being set

upon by a huge Nautilus-crushing vessel. Your only hope is to score a direct hit on its control tower with one of your missiles. These are launched by pressing fire, and the length of their trajectory is dictated by how long you keep the button depressed. Reverting to the style of gameplay of the first level, our craft travels along a two-way horizontally-

*Although *The Deep* is an exceptionally playable game, there are just too few levels and not enough variety to make it a worthy purchase. Graphically, it is fine, although the levels should have made use of parallax scrolling, and the sound, also, could have been improved. Basically, *The Deep* is a case of 'Too much for too little', and if it had as much depth as its title, only then would it have been an essential addition to your collection.*

SM

U.S. Gold's answer to the space shoot'em-up blues is to place the action deep in Davey Jones's Locker - I suppose they must be congratulated for their ingenuity. There are enough 'sea enemies' to keep you happy for a while and the graphics are big bold and colourful. My only complaints about this salty saga are the awkward Asteroid controls in the diving bell and the fact that the game is much the same in each level. A nice idea, but there could have been more variety!

JS



scrolling screen, dropping depth charges onto the huge colossus lurking on the sea bed. Dotted along the surface of this huge monster, are rocket launchers, some of which are only vulnerable when open. Avoid all of the attacking minions and totally demolish the surface features, and the submersed giant will eventually explode, turning the sea a deathly red as it disintegrates. Finally, the game takes on a decidedly Missile Command flavour, with our ship using its newly-acquired lasers to destroy the missiles which emerge from beneath the ocean. Complete this, and a new, harder set of levels begins.

STA



The huge submersed ship must be destroyed. Drop charges carefully and watch out for its defences

STA  
Rating

63%

GRAPHICS: 61%  
SOUND: 48%

LASTING APPEAL: 59%  
ADDICTIVENESS: 71%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 26,000





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*"By the year 2037, crime had become an epidemic. Not a day would pass without the vidi-news reporting a murder, a gang fight, or a mugging. The normal police force were inadequate, so a new breed of cop was born" - The Enforcers.*

# TECHNO COP

GREMLIN (£19.95)

As you sign in, your chief buzzes you on your wrist computer. Already, at eight o'clock in the morning, a citizen is in distress. Jumping into your awaiting car, you once again log onto the computer and read the details of the incident. It informs you that a lady is being accosted by a gang of hoodlums who are led by a wanted killer. Slipping the car into gear, you head to the seedier side of town...

Your car is viewed in the usual third-person perspective, and is controlled by the directional controls on the joystick. Gear changes are automatic, and a status

panel within the dashboard indicates the distance remaining between you and the incident. As with all the sections in Techno-Cop, this stage is a race against time, and it is up to you to reach them before the timer runs out. Hindering you in your endeavours are the brutal road-dwellers who make the roads dangerous to drive on,



causing unwary drivers to spin off the road. However, unlike normal folk the Enforcers are prepared, with each police car being equipped with the customary laser-cannon, allowing you to blow the offenders off the road with relative ease! Eventually, a digitised face will appear on the dashboard computer, informing you that you have arrived at the scene of the crime. Your car pulls over automatically, and your cop clambers out.

Having left the safety of his vehicle, our intrepid cop enters the dark shadowy building where the old lady is being held. Unfortunately, our hero has a very stiff walk, and combining this with the sound effects, it looks as though he has got a

Despite some dubious animation on the central character, Techno-Cop proves to be one of Gremlin's better releases. In a way, it reminded me of their earlier Motor Massacre, except that it is viewed from a different perspective. Thankfully, it is about ten times better than the aforementioned, combining an enjoyable car section with a playable Impossible Mission-style second half. Both sections are well implemented, and the game is easy to play, but difficult to master. A nice game that gels together two totally different game styles very well.

SM

Freeze Suckers! The Enforcer's in town. Gremlin's Techno Cop has arrived and, after a few minutes, I could have dismissed it as decidedly average. However, Techno Cop has that certain something that pulls it clear of the par games. The combination of road racing and man hunting complement each other well. The game's graphics aren't too bad either, although I'm sure the Enforcer must have slept in a draught. Overall, Techno Cop is a nice little game, nothing stunning mind you, just pure arcade fun.

NC

wooden leg! Below the main action, the dashboard has now been replaced by a view of your wrist computer, and using this, you can locate the hostage and monitor the state of your health. Eventually, the tapping of your wooden leg gets you noticed and a whip-wielding thug attacks you. Drawing your gun, you beat a retreat, firing your stun-gun constantly at him. Having pumped sufficient shots into the hood, he disappears in a twitching mass of exploded mush - not bad for a supposed stun-gun! Using the lifts that punctuate the decrepid building, you eventually come face-to-face with the wanted killer. Somersaulting the barrel he throws at you, you switch your gun to 'net' and fire. A sticky web fires from the gun's barrel, trapping the killer and allowing you to round him up and take him back to the station. A few more like this, you think, and you might receive some enhancements for your car. Or maybe even a promotion. Maybe...

STA



STA  
Rating  
**66%**

GRAPHICS: 55%  
SOUND: 50%

LASTING APPEAL: 66%  
ADDICTIVENESS: 71%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 13250



"Larry Laffer, the living definition of the word 'nurd', is back. After his rip-roaring adventures in the 'Land of the Lounge Lizards', Larry has returned to resume once again his quest for Love."

# LOOKING FOR LOVE

SIERRA (£24.95)

*The graphics are prettier, but the girls are uglier - boo! I am a little concerned about the large number of 'hands-off' sequences: they're very funny but not what I want in an adventure. The first third of the game is very easy, but after that things change rapidly. As an intriguing adventure this is well up to Sierra's high standard, but what I want to know is where have the naughty bits gone? It's definitely tamer than Larry's first adventure. I set the smut-level to max, and it was still too tame for the Troll.*

AM

Larry Laffer is a loser, one of life's no-hopers. Poor Larry was a confirmed bachelor until his 38th birthday. After work each evening, Larry would see his friends going home to their wives or girlfriends, while he himself would trudge back to his mother's. He found himself staring at girls and dreaming of becoming a rock star. Meanwhile, however, Larry's mother began to worry, until one day, Larry returned home to find his mother gone, she'd kicked him out and moved to sunny Florida.

So, all alone in the world, Larry decided to smarten up his image. He bought a trendy white leisure suit, daubed himself in gold medallions and bathed in Old Spice. Larry set out for the city of Lost Wages in search of love in the form of something more than just a one night stand. The experiences Larry encountered in Lost Wages changed his views on women. Our adventure begins in downtown Los Angeles: Larry is still

looking for love and, surprisingly, Larry is still a jerk.

Sierra's latest adventure sees the further adventures of Larry. After successfully completing the obligatory security check (which, incidentally, involved entering the correct phone number from Larry's little black book!) the game began. The first thing that hits you is the sharper, clearer, more highly defined graphics. Other major differences included the control method - now you may only use mouse or keys - and the text input,

which appears in the middle of the screen. Other features could be accessed via a menu bar at the top of the screen.

Looking for love comes on three

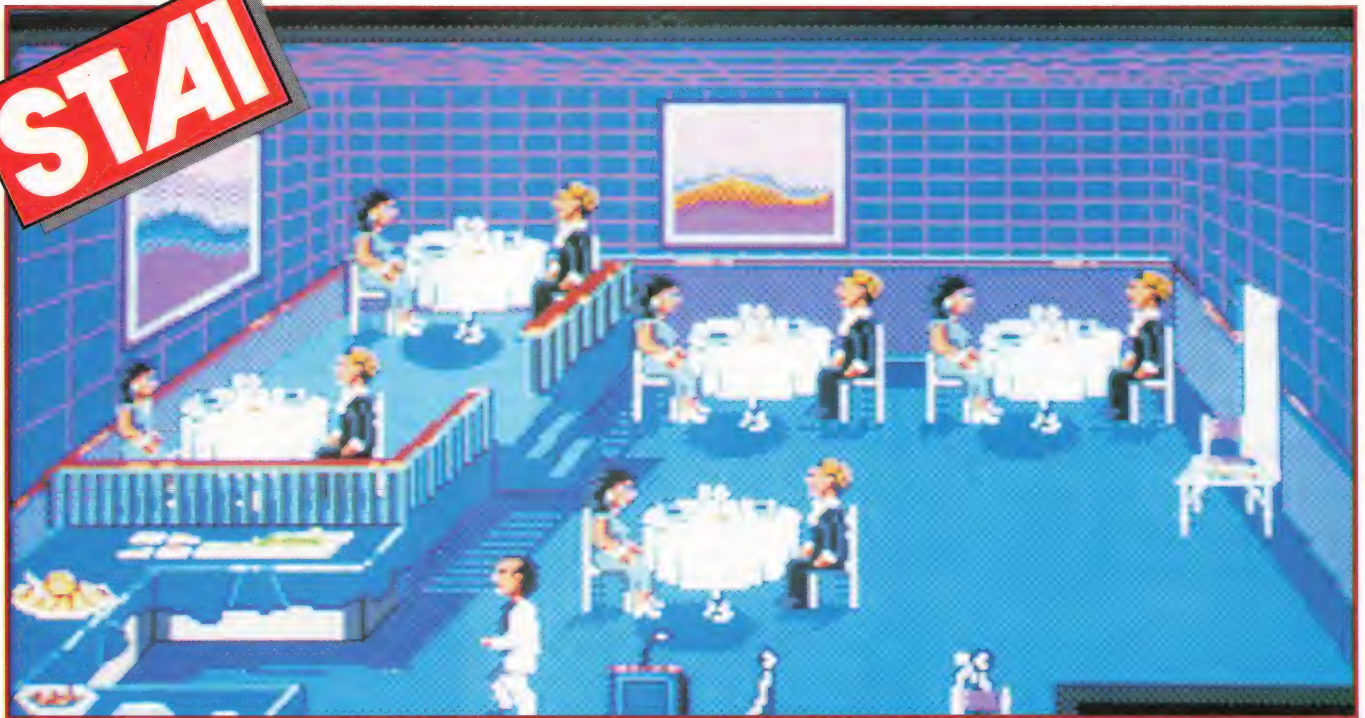


Me Tarzan, you Jane. Larry will often go to extreme lengths to prove he's still a swinger.

disks, and I would strongly recommend the use of a ram disk to save and restore files. Larry's latest excursion differs a little in its content from that of its predecessor. This time the game's onus is put on the search for a more permanent relationship and Larry's immediate survival. The comic element is still very strong. At one stage in the game, Larry buys a 32 gallon 'grotesque gulp' - the cup is almost as tall as Larry himself. Having paused a while to figure out the situation,



# STAI



the computer declared that the game wasn't real life, just an incredible simulation! Larry then proceeded to pocket the huge drink.

As Larry sets out he only has one dollar to his name and he had to steal that, too! As the bungling baldie makes his way around town it soon becomes apparent that the only thing he can afford is a lucky buck-o lottery ticket. With further exploration and more than a little deception on his behalf, Larry may soon find himself on television. It's here where our hero's luck begins to change. Not only does he win a 'Blind Date'-style TV game-show but also he manages to win a sizable sum of money.

With his new change of luck Larry can afford many of life's luxuries, but it is the chance meeting in a music store that seals Larry's fate. Having been accidentally mistaken for a secret agent, Larry must take charge of an Onklunk (a musical instrument), inside which is a top-secret micro film!

Larry must now not only find true love but he also has the might of the infamous KGB after him. Along his travels Larry gets shipwrecked on a desert island, harassed at an international airport, jumps out of an aeroplane, becomes lost in an uncharted jungle and even faces the terrible 'Peesea', before

finally meeting the fearsome Dr. Nonooke on Nontoonyt island.

**STA**

*Larry Laffer's exploits are hilarious. Although I'm not usually interested in adventures, this game kept me playing for some time. Not all the puzzles are straightforward and I did have to look for help every so often. The game's graphics are really something, too - the attention to detail is wonderful. If you, like me, aren't a fan of adventure games you could do far worse than Leisure Suit Larry. It's not so much a game, more an experience. And, finally, the answer to the billion dollar question: does Larry eventually find love? Well....*

**SM**

STA  
Rating  
**81%**

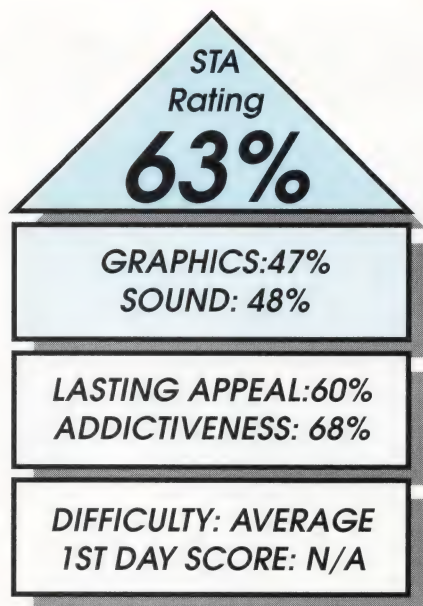
TEXT/GRAPHICS:83 %  
GAMEPLAY:76 %

LASTING APPEAL:76%  
ADDICTIVENESS:78 %



Larry has met some slippery customers but this one takes the biscuit.





If you have ever ended up at somewhere like Butlins or Pontins for your holiday, you can nearly always guarantee that, by the middle of the week, you are going to get bored with the repetitive free rides and stomach-churning candy floss. It is normally around this time that someone suggests trekking down to that miniature golf course they've seen, and, surprisingly, this excursion will normally be the highlight of the holiday. Attempting to guide that little white ball past the obstacles until you eventually get it into the hole can be great fun, and Magic Bytes have simulated this with great success. And if you play it in one-player mode, you don't even have to wait an eternity for your giggling, fat aunty to take her turn.

Mini-Golf can be played by up to four players, and after you have chosen, a bird's-eye view of the course is shown. There are two disks, each holding a round of eighteen holes: the boot disk holding the beginner's level and the second, a course for the experts. It is the obstacles that make the routes to the holes so unpredictable: there are raised areas, which cause the ball to roll off course; roundabouts that throw the ball in a random direction; sand bunkers, which can prove difficult to escape from; and 'magic' holes that teleport the ball to another part of the green. These are shown in a basic, simplified form, with areas such as the hills depicted by lightening contours.

To begin your shot, first you must position the ball within the starting rectangle. Having positioned your ball, clicking the mouse button causes a thin blue line to emerge from it. This line both indicates the direction of the shot, and, by shortening it

*Leaderboard set an unprecedented standard in golf simulations, and for my money nothing can beat it. Mini Golf, however, doesn't even try to. Magic Bytes have created a really neat little crazy golf simulation. It might not have astonishing graphics and sound but it certainly has the all-important playability. I thoroughly enjoyed it; it's not a game that you'd play over and over again, more one that you'd pull out on a wet weekend.*

**NC**

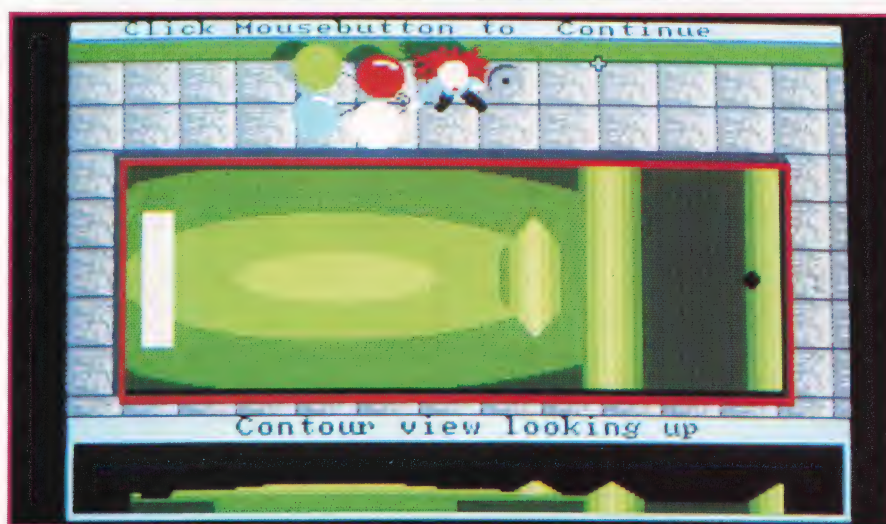
*"Acknowledging that Access's Leaderboard is the king of the serious golf simulations, Gremlin and Magic Bytes team together to recreate the hilarious mayhem generated by crazy golf."*

# MINI GOLF

GREMLIN (£19.95)

*Mini-Golf, although abysmal looking, is one of the most fun games I have played. The game is incredibly simplistic, and some of my shots could even be put down to pot luck, but still I play it. The whole package works well, with the ball rolling realistically and the courses varied, getting progressively harder as you grow proficient. I feel the package could have benefitted from a few more courses but, basically, although not an essential purchase, if you fancy something a bit different from the usual humdrum arcade licence, you could do a lot worse than this Magic Bytes offering. A lot worse.*

**SM**

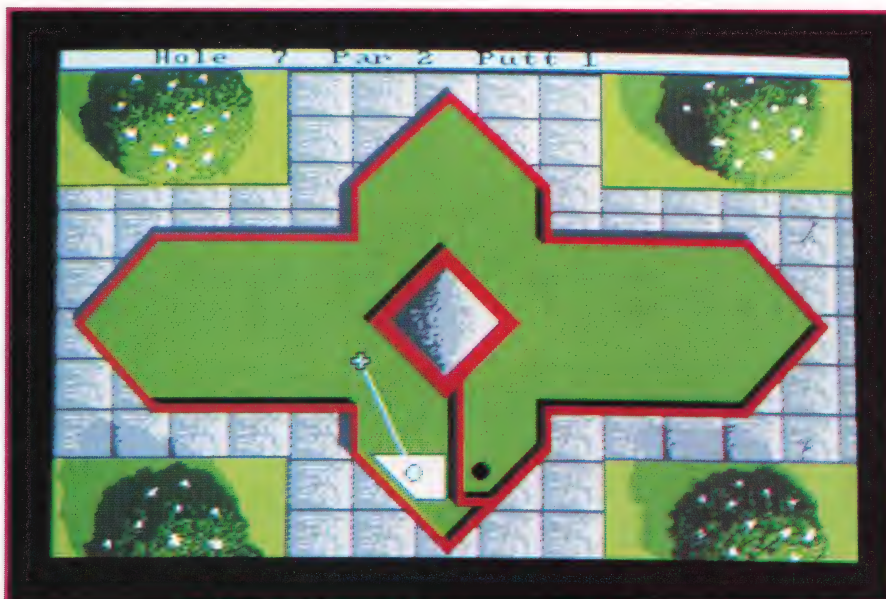


or lengthening it, the shot's power. As in normal golf, you have a set 'par' in which to sink the ball, and this varies with the difficulty of the green. However, if you fail to sink the ball within three shots over the par, you are instantly taken to the next green.

When you have completed each of the eighteen, individually loaded courses, a scoreboard will appear with your par rating. Your ultimate aim is to become sufficiently

'under par', so that you have taken less shots to sink the ball than deemed necessary. It is at this time that you now access Mini-Golf's pull down menu system, which enables you to change to expert level, and cause problems for yourself by removing the guiding line.

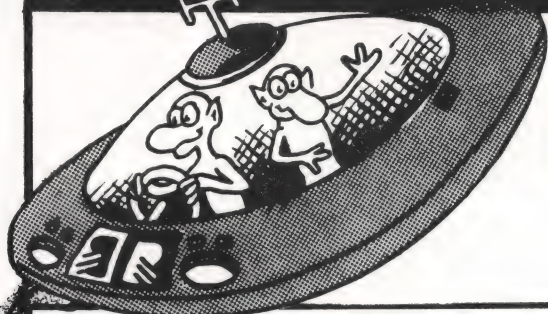
**STA**





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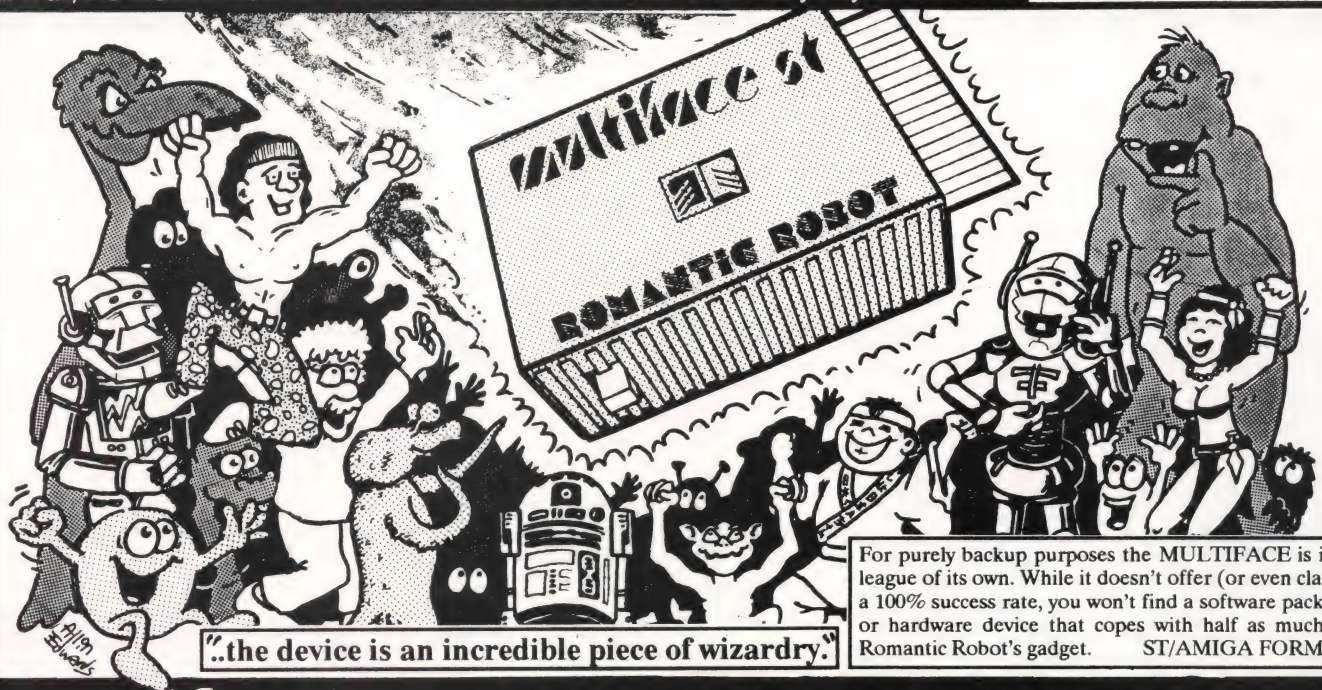
- 1) **FREEZE** action by **MAGIC** button
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- 3) Save **PROGRAM** or **SCREEN**
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**"..the device is an incredible piece of wizardry."**

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Manhunter New York is the first of six games we can expect from adventure giants, Sierra On-Line. This one, however, is played in first-person perspective - a new approach. The storyline itself is one of post-apocalyptic New York and the mysterious dealings of the fearsome Orbs. Both Horror and Humour are combined to make a storyline Stephen King may have been proud to write. Manhunter is arguably not as easy to play as Sierra's other games, the puzzles can be very frustrating (especially for British adventurers), but the game seems to have that certain appeal that urged me to keep trying.

NC

There's more going on than meets the eye in Abul's sinister pawn shop.



*"The eggs of the Orbs are placed in the bodies of earthmen to provide food for the hungry grubs. Be thankful when they eat away your eyes. You'll be spared the sight of what's yet to come!"*

# MANHUNTER

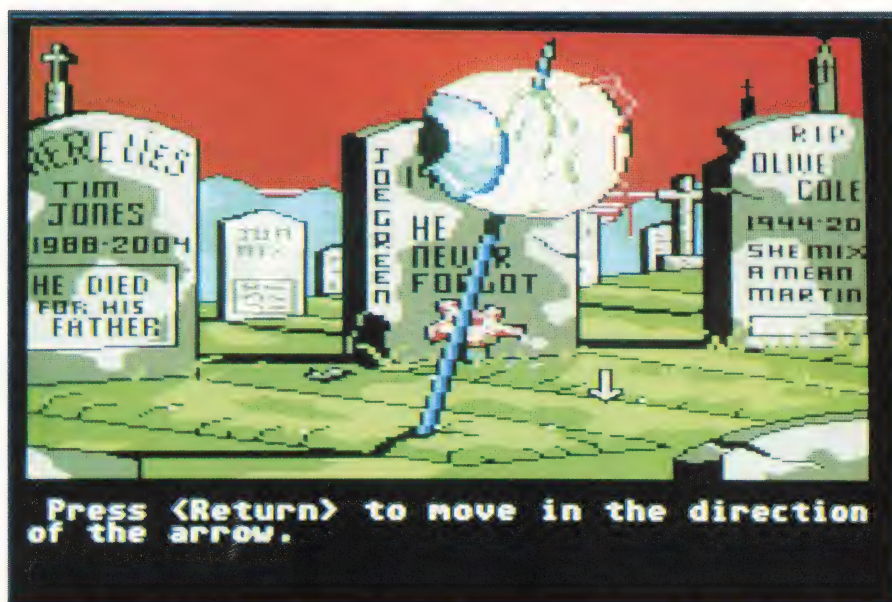
SIERRA (£29.99)

It is now two years since the alien invasion of the Orbs. Swarming in from the far reaches of space, they ruthlessly destroyed Earth's defences and established a rule of terror. As a small-time detective you have chosen to throw in your lot with the invaders and become that most hated form of collaborator - a Manhunter. Dressed in the brown robes

of the conquered humans, you may teleport within the ruined shell that was New York and ferret out those who still try to keep alive the flame of resistance in their hearts. As each human has been electronically tagged, you may use the data beamed down from the skyborne scanners to track suspects and discover their hideouts. You also

have the aid of your alien mini-computer to access the Orb's data banks in which are stored the personal details on all the city dwellers.

It is a long and difficult task that lies before you. While following suspect humans, you will visit seedy bars and nightclubs, map the city's underground system and carefully edge your way through the minefield that once was Central Park. All around are the tiny clues and snatches of information which must be pieced together to enable your masters to smash the resistance movement. You could, of course, choose to change your allegiance and make decisions which will change the final outcome of the struggle. But then, what fate would the Orbs



*I was initially disappointed with this game as it has some frustrating arcade sequences which I didn't like. However, the fascinating storyline has won me over and I am now enjoying every minute of it. Once you appreciate the new style of the game, I'm sure you'll agree that Sierra have another winner on their hands.*

SM

The Orbs are not indestructible, this rather unpleasant sight just goes to strengthen your suspicion of a Human resistance group.



reserve for you if they ever suspected your betrayal?

This mega-game is held on 5 disks, and comes with large maps of New York City. The graphics are very similar to previous Sierra Adventures, but the subject matter is much more gruesome.

This game also sees a departure from previous games in that you are not depicted as the small animated figure normally shown. Instead, the view of your surroundings is that seen by the eyes of the hero. There is also no text input required and decisions are carried out by pointing the mouse or by selecting the correct object. There are a number of simple arcade sequences which you must complete and these can be awkward and frustrating if not carried out with the aid of a Ram disk to enable you to save constantly.

The game begins as you receive your orders to investigate an explosion at the nearby Bellevue Hospital. By using the replay option of the Skytracker, you will be able to view the overhead map of New York and watch the movement of your initial suspect as it moves around the city. Any map location which has been identified as a likely source of information becomes a destination for you to teleport to.

Upon arrival at the location you may examine the scene using the mouse pointer to search for objects of interest. You may also find that you will be able to move on foot to nearby locations and discover more clues. Many scenes contain animated sequences which can be as gruesome as they are fascinating. As the Skytracker cannot follow the movements of humans who delve into the city's sewers, your quarry tends to disappear from time to time leaving you to search for other likely suspects. As the game progresses it becomes obvious that a traitor already exists within the resistance group, as increasingly your trail leads literally to dead-ends as your suspects turn up horribly dead!

**STA**

STA  
Rating

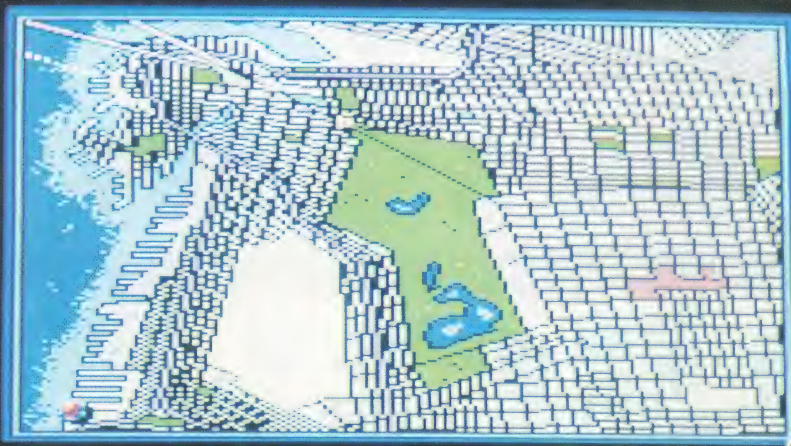
**74%**

TEXT/GRAPHICS: 76%  
GAMEPLAY: 65%

LASTING APPEAL: 68%  
ADDICTIVENESS: 74%

*This game is definitely not for the squeamish. Some of the pictures are rather graphic, especially when you die - and you die a lot in this game. In fact the thing I liked least about the game is that you get killed off so often. In some adventure games this would spoil the game; however, using a Ram disk reduces the annoyance. This is the first Sierra game I've reviewed and I have wondered at my colleague's ravings about previous offerings - now I know why. I like this game, so much so I've been up until 3 a.m. playing it.*

**SK**

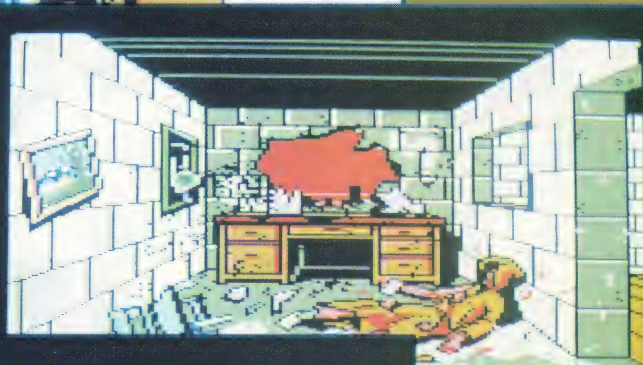


**Position Marker over a destination.**

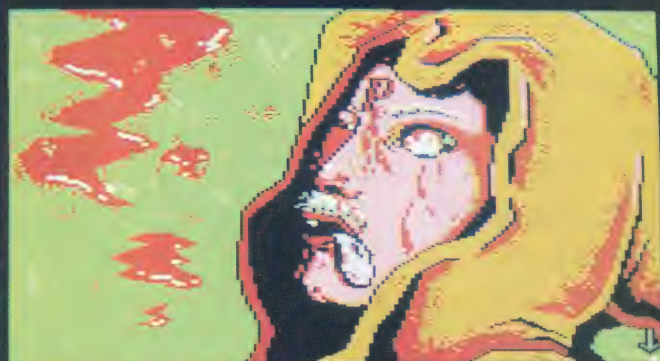


**Press <Return>  
of the arrow.**

Bodies abound in Manhunter, but just who or what is doing these foul deeds? Don't hang around too long or you may just find out.



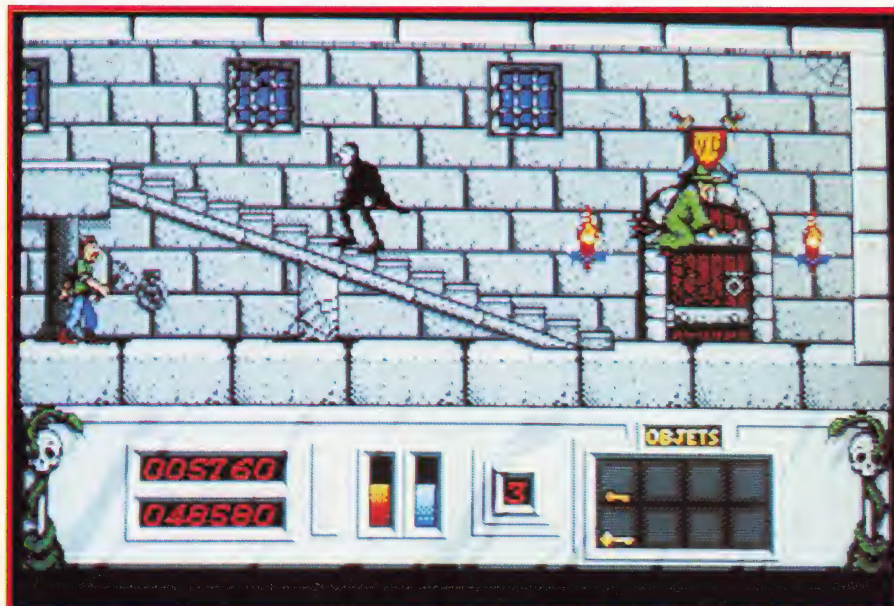
**ser look.**



**Press <Return> to move in the direction  
of the arrow.**



Van Helsing, the famous vampire killer, must be avoided at all costs.



# NIGHT HUNTER

UBI Soft (£19.95)

*"It's vampire time again, so subdue the lights and read the tale of UBI Soft's night stalkers..."*

In past releases, such as Gremlin's Vampire's Empires, Count Dracula and his pointy-fanged brethren have had a pretty rough time of it. However, in sympathy with the Vampire's cause, UBI Soft have released a game that, for once, involves the destruction of the goody-goodies. Donning your black cape, gelling your hair back and picking any remnants of human flesh from between your pointed fangs, you, as Dracula - last of the vampires -

must destroy the items which have defeated your ancestors so many times - the holy medallions.

Beginning within the relative safety of the dark crypt in the bowels of his castle, Drac must search his home and the surrounding areas, in an attempt to locate five keys and three scrolls. When these eight items are in his possession, he can make his way to a hallowed building, past an expanse of water, and escape via a magical door to the next level. Additionally, all this



has to be done before dawn breaks, or you will die a horrible death - who would be a vampire! The last of the blood-suckers must repeat this difficult process another four times before, on the fifth level, a medallion will be positioned on the enchanted door. As there are six of these accursed medallions, this makes for some thirty different levels that must be searched.

As with most of his kin, our fanged hero has the ability to change his form, and can

With its below-average graphics, Night Hunter doesn't look much cop. However, once it gets its teeth into you (sic), you won't want it to let go. Roaming around the twenty, or so, screens in a level, collecting medallions and sucking the blood out of your aggressors, is a brilliant way of relaxing, and the unusual gameplay is enhanced enormously by the terrific array of digitised slurps, hoots and screams. Although the levels only change aesthetically, the gameplay is set at just the right difficulty level to keep you coming back. To sum up, this is the best game to emerge from chateau UBI.

**SM**

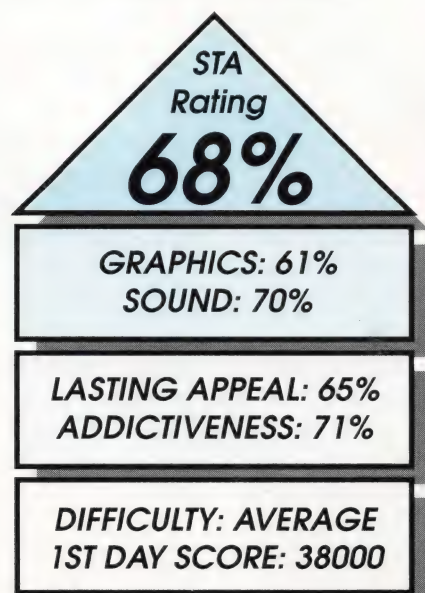
I first played Night Hunter at UBI Soft's spooky Chateau in Brittany - 'fangs for the memory, UBI!' At the time, I was not very impressed by the graphical presentation which wouldn't raise the eyebrows of a Commodore 64 user. But as soon as you start playing this enjoyable but grizzly game, the lacklustre presentation is soon forgotten. With Dracula as your anti-hero, the majority of the game is neck biting, and I particularly like the 'crunch slurp' sound effects. But the change from blood-sucking Eastern European nobleman to wolf or bat is the real show-stopper. Dracula has made the transition from book to film and, finally, to computer game - I'll bet Bram Stoker is turning in his grave!

**JS**

transform himself into either a bat or a werewolf. Drac's two other personas can be called up at any time, strength permitting, by pushing the joystick into one of two diagonal positions whilst pressing fire; the advantages gained by doing so, are that the wolf is stronger and can put up more resistance to the weapons fired at him by Van Helsing and his cronies, whilst the bat can fly above any vampire-killing lakes, avoiding the vampire hunters on the ground.

Should the vampire hunters' attacks prove too much for you, and your health bar begins to drop to a critical level, standing adjacent to one of them and pressing fire causes our nocturnal hero to spread his arms out in the time-honoured fashion, grabbing the unfortunate victim. Now you can watch in glee as you bite his neck, and suck his health-replenishing blood - complete with a hilarious, digitised slurping noise - until he collapses into a pile of dusty bones. However, not all of Drac's persecutors can be dealt with in this manner, so the more resilient broomstick-flying witches and the ever-lurking Van Helsing, should simply be avoided, especially the latter, because, should he catch sight of you, he will throw a single stake through your heart, killing you instantly, and sending you back to the starting position in your castle.

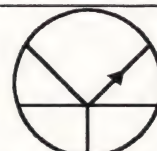
**STA**







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This company has given years of full support to Atari users from their retail premises at 33 Ormskirk Road Preston. Now from their Mail Order premises they can offer this "second to none" service to users countrywide. All Software/Hardware is ex-stock and fully tested prior to purchase to ensure that customers receive total satisfaction, returned goods are now a thing of the past. All hardware is supported by our on site engineers so that quick turn around on all repairs is guaranteed. There are no hidden extras, all prices include VAT and delivery (next day delivery +£3), are correct at time of going to press and are subject to change without prior notice.

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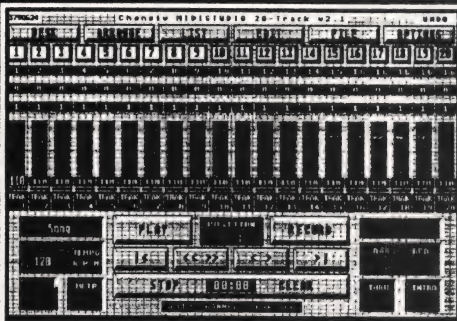


## Image Scanner

The Image Scanner is a peripheral for the ST which can provide high quality graphics digitising for a tenth of the cost of other digitisers.

This simple unit plugs into the cartridge port of the ST and accepts scanned information via optical cables which fix easily to the head of any printer. Scanned images can be saved in raw data, Degas and Neochrome formats. The Software supports scanning resolutions of 75,150,216,300,360 and 1000 dots per inch horizontally. There is an example disk available which contains a slide show of images scanned with this product. The cost of this disk is £3.99, £2.00 of which is redeemable on purchase of a scanner.

**IMAGE SCANNER ONLY £89.99**



## Midistudio £99.99

Midistudio is a 20 track Midi Music Studio. This Midi software package is a realistically priced introduction to Midi music processing and includes the following features.

20 tracks each assignable one of 16 midi channels, each track can be transposed up or down 2 octaves, the main screen features full tape deck controls with individual volume sliders for each track, note editing facilities including editing of pitch, octave, duration and velocity, plus full midi controller editing (pitch bend, mod wheel. etc.).

Full control over phrases is offered through Quantizing, transposing, and phrase arrangement software pages. The arrangement facilities allow moving and copying phrases on any of the 20 tracks.

The package is easy to use and is a strong competitor with Pro 24.

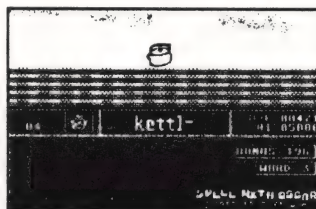
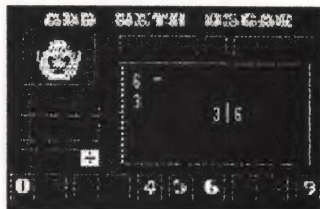
**"Out performs Pro-24 v2.1 in almost every way"**  
**Atari ST User Jan 89**

**Add With Oscar £12.99**

## EDUCATIONAL SOFTWARE

**Spell With Oscar £12.99**

Add with Oscar is a fully mouse controlled educational game with full colour screens and sound for teaching addition, subtraction, multiplication and division to children. This program has selectable difficulty levels and a Hi-Score table.



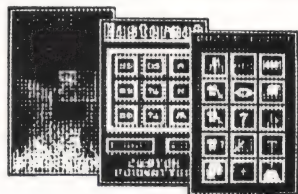
Spell with Oscar is a game which teaches spelling, keyboard skills and motor coordination. Pictures of objects move smoothly across the screen and the pupil should spell the name of the object while Oscar checks for mistakes. Spell also incorporates selectable difficulty levels and a Hi-score table. Extra data disks £5.99

**Quick List Plus** is a utility that compiles a directory of your disks. Sort on disk or name, reads any drive, including hard drive. Printer output for hard copy of databases.

**Mastermat** is a formatter that optimises disk space, allows non standard sector and track formats/ fast read format.

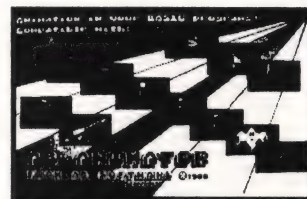
**Picstrip** is a utility that captures all or part of a picture file for use in Basic programs, supports GFA, FAST, HISOFT and ST Basics and is Degas, Neochrome and AB Animator compatible.

**TRILOGY £12.99**



**AB Animator £14.95**

**AB Animator** is a utility for creating and animating sprites. It supports GFA, HISOFT and FAST basics and is compatible with degas and neochrome picture files. Use the full icon control to animate up to 20 big frames of 56 pixels wide by 33 pixels high.



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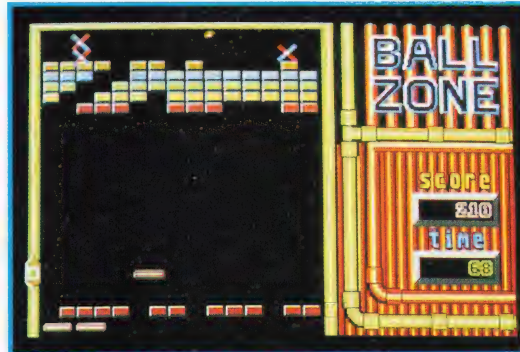




## Software snob, Steve Merrett, drops his tried and trusted copy of *The Great Giana Sisters*, and takes a look through the wealth of cheap PD software available for the ST, and asks: *Is PD software a pig in a poke?*

Before I began this article, I had always dismissed PD software as something I wouldn't touch with a barge pole, thinking that it was just a bunch of rehashed games with egotistical title screens and repetitive sampled music. To an extent I was right, but if you look in the right places, there is some extremely good stuff waiting to be found. Before I get into my stride and begin assessing the games and demos, I would

unless you are fluent in the language, you will have to play the things by trial and error. Another item on show was a playable fruit-machine simulator from Budgie. Simulating these money-gobbling slot machines is nothing new, but this one, called *Money Spinner*, works well - although I found it exceptionally difficult to lose! After listening to an annoying sampled three seconds of Erasure's, *The Circus*, played in a continuous loop, I began to play. The mouse is used to pull the machine's arm to set the reels spinning, and the game sports a full range of nudges, holds and bonus rounds, making a very enjoyable game to say the least - despite the fact it doesn't chuck out real money! Amongst the other stuff I found, the mixed bunch was continually punctuated by more versions of Chess and Reversi and new, more up-to-date versions of the old star chart game, *Star Trek*. However, just to prove how programmers are improving, there is also a broad collection of



*Ball Zone* - a colourful Public Domain breakout clone

just like to thank the ST Club for supplying the various disks and booklets which made this article possible. For anyone interested in casting a glance at the PD network, I recommend you get in touch with these guys, as they have access to over 600 disks crammed with games, demos and utilities.

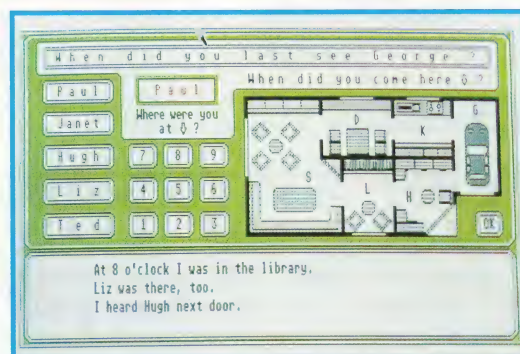
The games that came under my scrutiny were a mixed bunch to say the least. The guys who program them are obviously very talented, but tend to stick with the old 'classics' such as Reversi, Chess and Draughts, simply jazzing them up by adding a picture of a scantily clad woman to the desktop. And, although the games are very cheap, there is such a thing as overkill! However, flicking through these boardgame conversions, I was intrigued to find a version of *Patience*. Extremely user-friendly to play, this game is controlled entirely by mouse, and played to rules I wasn't particu-

Pacman games, numerous Space Invaders and countless adventures!

As well as the aforementioned classics, the Public Domain network often carries demos of soon-to-be-released games. The first demo I came across was for *Electronic*



*Money Spinner* - one of several good PD games from Budgie



One of the numerous well presented 'thinking' game available

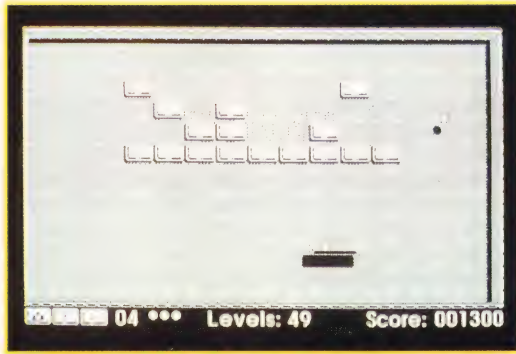
larly used to. But two hours later, I was still trying to beat the thing! *Patience*, as with a number of games on the network, was programmed by a guy from Germany, so,

Art's Powerdrome. I can recall seeing on a friend's Amiga a demo of their renowned *Interceptor* game, which showed the speed and quality of the graphics. The Powerdrome demo follows this pattern, allowing you to witness its speed and the game style (though sadly not the over responsiveness of the controls!), something that you cannot get by reading a magazine. Next, in demo form was a playable version of Incentive's brilliant *Driller*. Within the four minutes allotted playing time, you can travel through the impressive *Freescape* system, admiring the myriad of views available, and shooting gun turrets - and if this doesn't whet your appetite and cause you rush out and buy the full version, nothing will! Domark came up to the demo block next with a one-level version of

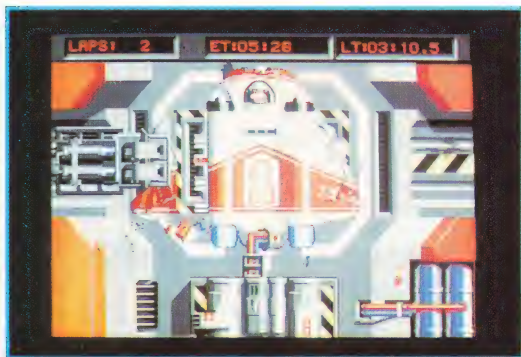


Vektor Grafix's excellent conversion of Star Wars. I wouldn't normally associate Domark with putting things on the network, but with its infinite shields, this demo is great for killing a couple of hours as you shoot down TIE Fighter after TIE Fighter. Likewise, I was surprised to find Signa's Bolo available. Admittedly, it was the German version of the much under-rated Arkanoid clone, but it is still worth picking up. Unlike Imagine's version, the bat in Bolo can move up and down the screen, enabling you to actually go and meet the ball on its way down. If you see it offered - get it. As with most of their kin, ST Club are against piracy, so on booting disk GAM.49, I was surprised to see what looked like a hacked version of Atari's Joust. Now this was reviewed only a few months ago in STA, so whether the copy is legitimate or not I can't really say, but if it is, it's another definite bargain. With the exception of the dubious latter game, I think these demos are a brilliant idea. They offer you, the games buyer, a chance to see the games in action, allowing you to see if they are your particular cup of tea. Additionally, they do the companies responsible a lot of good too, as it is cheap

Nothing, and Jean Michel Jarre's Oxygene, are playing at a PD library near you; as are some more recent sounds, such as M/A/R/R/S' Pump up the Volume, and Bomb the Bass's Beat Dis - much preferable to the aforementioned, in my opinion! One utility that is used a lot for these demos is Microdeal's REPLAY sound sampler, and believe me, there are some



Bolo - a fully playable 3 level version is available free. Play and you'll soon see why this is an above average breakout clone



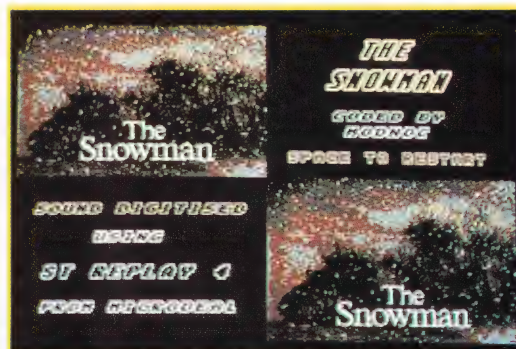
A much cut down demo of Powerdrome is also available although it does not offer much of the full versions gameplay

advertising, and offers the would-be punter the opportunity to see if there is anything about it they don't like. Although I have only mentioned a handful of demoing companies, you can expect to find playable versions of their titles from SUBlogic, Sierra-on-line and Firebird. Another thing I noticed, was that some of the cleverer hackers out there offer construction kits and mapping utilities for games such as Arkanoid and Dungeon Master, and these are definitely worth a look, especially the Arkanoid kit.

My favourites of the whole range though, had to be the music demos. Now, STs may not be as good as the Amigas for sound, but there are a lot of clever programmers out there who'll give it a run for its money! Most of the demos are copied from popular 8-bit games, and it seems that Rob Hubbard is seen as something of a hero! Neat conversions of the music from Monty on the Run, Crazy Comets, One Man and his Droid and Thing on a Spring, are all accessible in one demo, and although admittedly not as good as the 64's SID chip, the ST handles them well. Patrons of the so-called 'classics' may be interested to know that versions of Mike Oldfield's Foreign Affair, Dire Strait's Money for

demos using this that are really something. Microdeal themselves often stick in a few demos, previewing new games and the like, but just before Christmas, a rather nice Christmassy demo appeared. It featured a version of Raymond Brigg's The Snowman, and showed a shortened version of the story we get to see every Christmas, along with the Snowman 'Walking in the Air' tune, which had been sampled using their REPLAY utility - thankfully, without the irritating voice of Aled Jones! A very nice demo, and one that had the soppy of the guys in the office reaching for their handkerchiefs!

During my excursion into PD software I have found that you really have to look for the quality stuff. But then, that is no different from commercial software - I mean, for every ten games I get to see a month, only about two are particularly good. Amongst the hundreds of Chess, Pacman, Space Invaders and Othello games available, there are some quality games and demos hiding, so before you raid the old piggy bank and spend twenty



Perhaps most impressive of all Microdeal's snowman demo

quid on the latest vertically-scrolling shoot'em-up, spend fifty pence on the ST Club's catalogue, and have a browse through the multitude of items available - it's well worth it. Even if you only pick up a couple of adventures of a Pacman clone, it's still something for next to nothing.

Contact: ST Club, 9 Sutton Place,  
49 Stoney Street, Nottingham

# PUBLIC DOMAIN



# Dungeons and Disk Drives

**Hi there! Stuck up a gum tree? Surrounded by dragons? Don't despair, write to the Dungeon and let them help. YOU may not know the answer - 'But now you know a Troll who does!'**

Welcome back little grasshopper. I trust you have come visiting with a full gold pouch, because the number of exciting adventures which have been pouring into the Dungeon since you last called is quite staggering. A large brass tube runs down from the front office upstairs, into a wire basket next to the Dragon's bed. Down the tube each month fall all the new adventures for us to scramble through, and it would appear from the Dragon's roars of delight that Christmas has come again. Leisure Suit Larry II, Kings Quest IV, Manhunter and Chaos Strikes Back are all upon us - goodness knows how you can choose which game to aim for next.

The Troll has received letters from various readers asking if it is possible to buy answer books for adventure games. The answer is yes and no. Activision is the British publisher for both Infocom and Sierra-On-Line games and while they do sell Infocom books, they don't sell the Sierra ones.

You can write to Sierra in California, but it is awkward. The Dungeon Crew have cracked almost all of the Sierra games so don't despair, you can always write to us. The games we don't have solutions for are the early King's Quests plus the Black Cauldron, so if you can help fill the gap we would be grateful. This also goes for any of the early Infocom games and any help would be appreciated.

I have received news that the forthcoming Golden Chalice Awards for the year's best adventures will be presented at London's Sherlock Holmes Restaurant, on February 25th. The presentations are made by the Adventurers Club Ltd and we will be there to get all the facts, and kiss the winners!

Despite the fact that I have agreed to leave the Christmas fairy-lights on the Troll bridge for yet another month, the Troll continues to moan all the day long about the amount of mail which you continue to plague him with. I

suggest you go and read his replies to the latest crop of 'satisfied customers' before he finds something else to complain about.

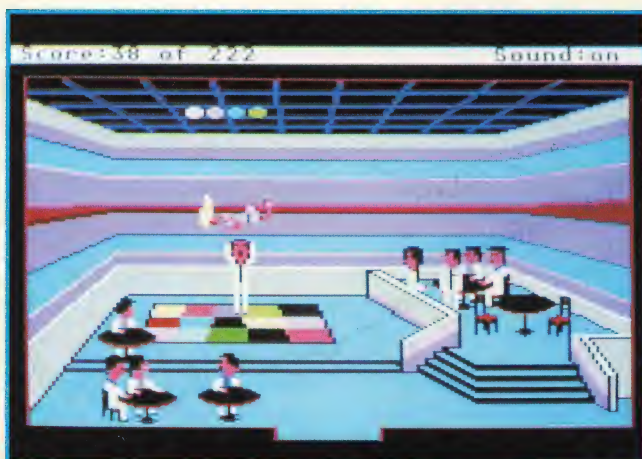
## Leisure Larry's mucky mag solution!

Could you tell me how to get the pills in Leisure Suit Larry? Also I would appreciate any tips on what to do in the Crash Garrett adventure.

**Mike Featherstone East Farm, Northumberland.**

If you take a trip to the Drug Store you will find the answer you are seeking in one of the magazines. You will also need a length of rope, but if you satisfy Fawn (Ooh-err!) she will provide it. If you notice anyone else looking at the mags, just ignore him - it's probably Mitch in his dirty mac!

The best tip I can give you with regard to Crash Garrett is to find a large dustbin and put the game in it!



Put her down Larry! She might have Saturday Night Fever.



If finding someone to love him wasn't enough of a problem, Larry gets accosted by an old flasher in a dirty rain coat.



Bains, the Death Angel, finally bites the dust - but, boy Sonny, that could have easily been you!



## Strong-arm solution for Legend

I am having trouble with Legend of the Sword. I'm outside the Keep with the shattered windows and I can't reach them. How do I reach them or can I get in through the door?

**Ted Webb, Waterlooville, Hants.**

Mitch and the Dragon spent an hour outside that door before I arrived and simply 'smashed it'! I may not be smart, but I get results.

## Drunken games in Police Quest

I was wondering how you arrest the Drunk Driver. I read him his rights, and checked his identification, but every time I try to arrest him he won't go to jail.

**Jason Werrett, Balga, Australia.**

When I tell a human to do something - they do it or else! As you are obviously not as terrifying as I am, I suggest you try to be a little more sneaky. Try saying 'Follow Me' and you'll find that the drunken fool will think that you're playing a game and follow you back to the police car. I've been using this trick to get the Dragon home from the Blue Boar Inn for years.

P.S. I have written this reply very slowly - as I know Aussies can't read quickly.

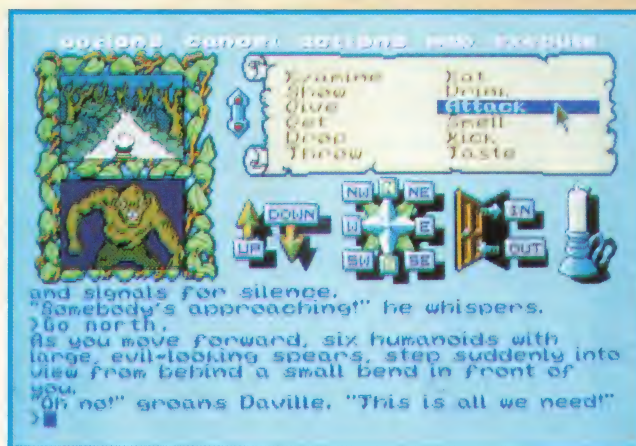
## Finding backup for Police Quest

I have got up to the Death Angel's room, but he shoots me before I have any chance to do anything. Also, what do I have to say to the three men in my hotel room.

**Oliver Barclay, Shoreham Beach.**

Well Ollie, this is another fine mess you have gotten yourself into! You've

Legend of the Sword causes quite a few problems, and in this scene it looks as though you have found one of them.



obviously forgotten that your boss said he would be sending over a miniature radio disguised as a pen. When your back-up team arrives, ask for the radio and use it constantly when following the Death Angel to his room.

## More Dungeon Master blues

HELP! My problem is on Level 6. I am locked in a passage between two closed doors. To my right there is another door which has a blue teleport in front of it which blinks on and off. Each time I walk towards this door I am teleported back again. I have tried for several days to get out of this situation and am now getting desperate.

**John Wyles, Kirkcaldy, Scotland.**

Scotland, what a great place that is. I had a terrific holiday there as a guest of the Great White Haggis. We spent a month living in the dark Pitlochry Railway Tunnel swapping stories about the humans we have bitten - happy days! Your problem is that you are too fat, and too slow. If you drop everything (you can keep your pants on), you will find that, with practice, you can run through the field and press the door button before being thrown back. One more run will get you through.

## Yet more...

I am, no doubt, one of hundreds of people who have written to you concerning Dungeon Master. My problem is that I have reached Level 14 and killed the Dragon, but I have a few questions.

1. Where is the key for the steel door on this level?
2. I have the firestaff. How do you get it to make a Fluxcage?
3. Is the Power Gem behind the steel door?

**J. Tolan, Rochdale, Lancs.**

Luckily, I had Mitch's Dragon with me when I arrived on Level 14. His job is to keep the ST Action Dungeon tidy and he was horrified when he saw all the piles of ash lying on the floor. He refused to go another step until he tidied up. One pile of ash was obviously the remains of a previous adventurer because under it was the key to the steel door. The answer to your other questions is behind the door, so I will say no more.

## Still more...

I don't know 'When a rock is not a rock'?

**Ron Harel, Jerusalem, Israel.**

**Dale Smith, Newport, Lincoln.**

Why don't you try bashing your silly head on the rock walls around the sign, you will soon discover the difference between a rock wall and an illusion! I only wish I could be there to watch your face when you walk through the wall. Because I know what is standing there waiting for you!!!

## In the dark with Chrono Quest?

Excuse the pink paper, but it was all I could find. I know Trolls only like dark grim colours! Chrono Quest is my objective, (don't laugh or I'll curse you with clean skin and no warts) I can't get down the door under the stairs 'cause it's so dark. I can't find anything to light my way.

**Chris Fivey, Norwood, London.**

This is a pretty game, but it has some very odd puzzles. What you need to find is, both the safe in the kitchen, plus the paper containing the combination which is found in a drawer in the bedroom. You are going to find something in the safe to help you, but what you really need is on top of the cupboard in the room above.



Knightmare is still keeping people awake. Has anyone finished this game? Mitch would love to know.



## The Pawn - your move!

Here I am writing all the way from Portugal to ask a question about the PAWN. Can I get through the boulders? What does the Guru want? How can I move the wheelbarrow?

**Pedro Duarte, Portugal.**

This game is very difficult, even for English players, so I will be very surprised if you can finish it. To move the boulder you will need to make a lever using the rake and the hoe. To do this, you must remove your shirt and tie them together. Don't worry if your way then becomes blocked by more falling rocks because you will be able to climb over them. Sneaky isn't it?

The laughing Guru wants some water, but you have a long way to go before you will find some. Forget about the wheelbarrow it is of no use.

## Corruption's out-patient

Once being knocked down outside the cafe, you are taken to the hospital. What must I do to get out of the hospital and what must I be holding and wearing?

**Mathew Atkin, Wakefield.**

You must pretend to be the patient who is busy having the operation and thus get transferred out in the ambulance. To do this you must first get the pillowcase, papers and the stethoscope which are nearby. Avoid

the nurse that is marching around, wear the bandage and lie on the trolley. I believe you can hide the stethoscope in the pillowcase for a while. You will also need to do a lot of 'WAIT' commands.

## Riddle of the light-house - Beyond Zork

What on earth is the answer to the riddle carved on the cliff? The riddle is:-

My tines be long  
My tines be short  
My tines end ere my first report  
What am I?

I need to answer to get into the light-house.

**Gareth Bellaby, Carlton, Nottingham.**

According to the dictionary, tines are prongs or forks. A report is a loud noise. Now what has forks, a loud noise - and has something to do with a 'LIGHT'house. Answer - Lightning. Easy really.

## Never-ending problem with Jinxter

I am a newcomer to adventuring and I am stuck in my first game, Jinxter. After leaving the bus I cannot leave the Never-ending Lane East.

**N. Greenslade, Barnstaple, Devon.**

As soon as I finish this reply I must go and apologise to the Dragon. Last week I told him that he was the silliest individual I had ever met; now I'm

not so sure. Let's face it, only a human would get off the bus in the middle of Never-ending lane! You are supposed to get off at the second bus-stop, which is right outside your cottage. Now get back on the bus and pay more attention or we are never going to get anywhere.

## Foreign trouble with Police Quest

I own a Mega ST2 and recently purchased Sierra's Police Quest only, to find myself stuck quite early in the game.

How can I enter the door in the hotel's bar and the other in the storage room? Also, is there anything to do in the two parks?

Ofir Galmor, Ramut-Hasharon, Israel.

You can't! At least, not until much later in the game when someone else will assist you. There is no point going near the hotel or the parks until you are sent there by your boss or the radio dispatcher.

Incidentally, I notice that your address is in Israel - that's foreign isn't it? I'm not as green as I look you know! I've told Mitch that foreign humans are starting to pester me as well as British ones, but he only laughs. Well I think foreign rotters should at least send a colourful postcard to brighten things up under my bridge, or I might just start eating foreign letters!

This month, I must grudgingly award honorary Troll status to the following humans: Ignuel Caas of Hampstead Gardens has sent me the solution to the first three mini-adventures in the Fish adventure, and David Soulsby has provided some useful hints for Chrono Quest.

I am currently having problems answering readers' questions concerning Moonmist and the dreadful Knightmare game. If you have such info I would appreciate a peek.

I have been told repeatedly that females form a large part of human adventurers. If this is true, why do I receive so few letters from them? If I must be plagued by adventurers, at least they should be girls. If you also happen to be green and warty, so much the better!



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# CASE FOR CONVERSION

*After their short break, Dennis Hemmings and Mark Smith have ventured back into the arcades. This month they check out Konami thunder cross and Capcom's magnificent Forgotten Worlds*

## Thunder Cross Konami

When will they learn? Konami have, yet again, released a shoot'em-up along the same lines as Salamander, which is within a matter of months

probably heard it all before...

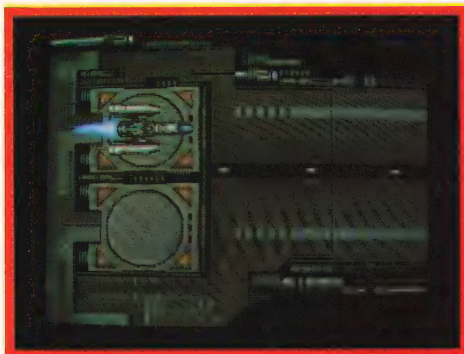
Up to two players can be recruited to fight the aliens, although this will restrict the number of multiples that you are allowed. Weapons are obtained as in Salamander, by collecting pods which have different letters to show which weapon you are about to acquire. Such weapons include boomerang lasers, nuke and vulcan bombs, and a flame thrower, all of which are "realistic" and bring satisfying results.

There is very little that is new or outstanding in Thunder Cross. Every level appears to include some idea from other shoot'em-up games, such as snakelike arms and blue bolts shooting out of turrets from below.

Granted, some of the effects are good, such as the rockets taking off, but boredom sets in quickly because of the dismal game.

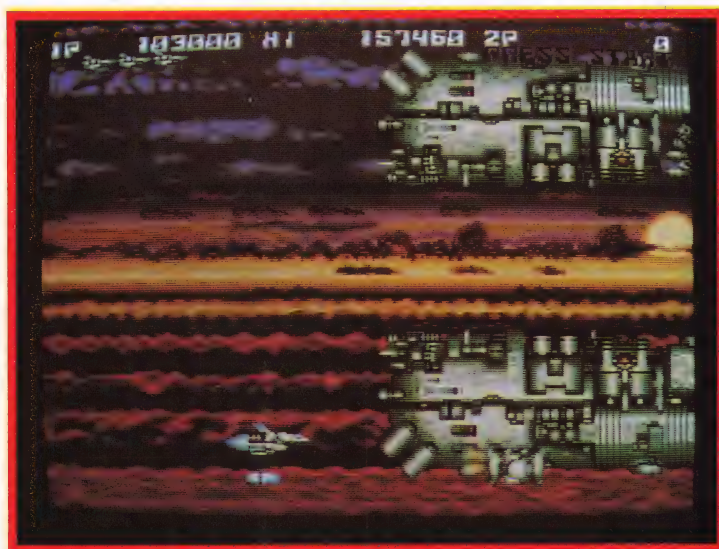
Unlike other Konami games, Thunder Cross actually implements parallax scrolling, and there are also a multitude of

computer to be able to handle. This seems to be the case in one of the later levels where a really large space ship moves



of releasing Vulcan Venture. Konami used to be one of the top arcade manufacturers but the repetition of games like this do nothing to improve their waning image as a major software house.

The story goes thus: all communications with the planet Hubris have mysteriously ceased. A space patrol team has been despatched to investigate, but the hordes are already waiting. It's up to you to destroy the aliens that have invaded Hubris and save the planet from an inevitable fate. You've



colours and shades on the screen at one time. All of the sprites are neat, which at least allows the game to progress at some speed.

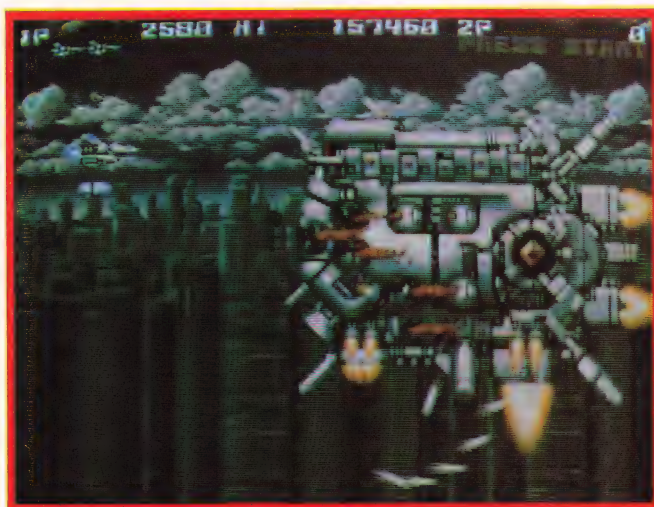
It's a pity that the game isn't anything to rave about, but apart from this, it would also be a bit of a pain to convert to the ST. Scrolling isn't a strong point on the Atari at the best of times, and there is just too much on screen at one time for our fave

regularly back and forth as you try to enter it and destroy its nucleus.

So don't worry too



much if the game isn't converted - you won't be missing too much.



## Forgotten Worlds Capcom

This is it! 'Forgotten Worlds' is the game we have been waiting for ever since we started writing a 'Case for Conversion'! A game that has enough memory to store 25 minutes of film; one that has enough speed to out-run Ben Johnson (with or without steroids!), and one that





must really be something else. And this is!

In a way, 'Forgotten Worlds' is similar to Sega's *Quartet*, with simultaneous two-player action, both of which fly around the screen blasting everything in sight. When you shoot the aliens, coins will appear, the value depending on the type of alien which has been shot. On each level there is a shop where you can trade your hard-earned pennies for extra energy and more destructive weaponry, amongst other useful items.

Each level follows a different theme, such as the aftermath of a nuclear holocaust or scenes from ancient Egypt. All of the background and sprites alter to suit the theme of each level, so you might find yourself fighting mutant fish and deformed humans against a devastated city backdrop on one level,

both originality and playability to an already superb game.

The end-of-level

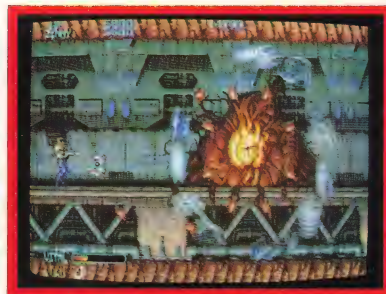


guardians are brilliant. Each one has been designed with the theme of their particular level in mind, and they all have a different killing point which can be guessed or acquired by purchasing the 'hint' at the relevant shop. Such guardians include dragons, mutated flowers and armoured giants which are really huge: we don't mean silly little one-screen giants - we're talking about ones which span four whole screens!

The system which 'Forgotten Worlds' uses took over four years to develop and cost five million dollars, and is reputedly the most advanced computer-board for games in industry. For anyone who can understand technical jargon, it uses a 3x68000

microprocessor plus a 280 for sound, along with a 8039 for special effects. All I understand is that the graphics just can't be compared. Even the excellent screen shots fail to do the intricate and uncannily realistic backgrounds and sprites any justice.

How would such a mega game convert to the ST then? Not being quite sure I decided to go to the man who knows, Dave Baxter of GO!, who is heading the project. The conversion had only just started when I spoke



look, Dave commented: 'There are too many sprites on screen at one time to have on the ST, so it won't be identical but the graphics will still be very good. The rest will be as near to the arcade version as possible'.

Sounds familiar! We'll have to wait until just after Christmas before we see how it's going along, and another three months before we see the game completely finished. The reason for the delay? Well, as the saying goes, 'The impossible can be achieved; miracles take a little longer'!

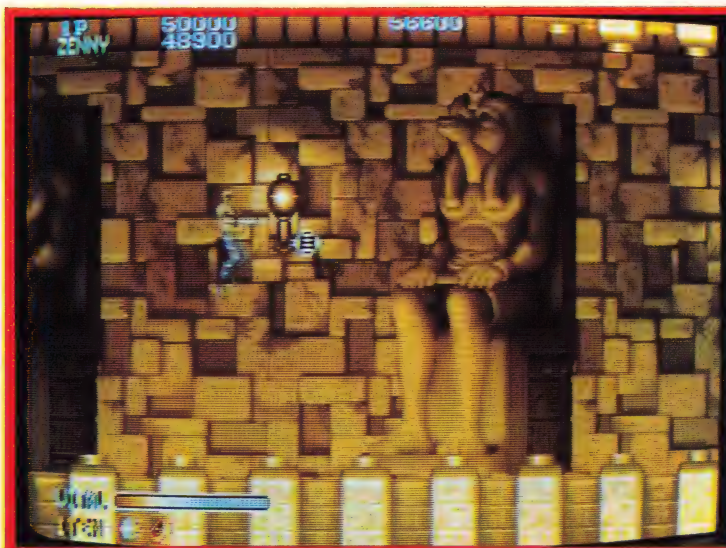
**See you next month!**

to him back in October, and is being programmed by Arc Developments, 'poached' (sic) by U.S. Gold from Elite. It is their first ST project, although they had quite a bit of experience on 8-bit machines.

When asked how the finished version would



or weaving between winged archers and mythos creatures on another. This superbly innovative idea adds





# GIVING THE GAME AWAY

Hello, and welcome to the cheat's corner. Thanks very much to everyone who has sent in tips this month, it must be something to do with the added prizes. Keep sending them in and who knows, you may be the lucky winner of two games of your choice. Okey-doke, off we go..

## Thunderblade - U.S. Gold

To begin with this month, we have a cheat for U.S. Gold's excellent conversion from the Sega coin-op. Wait until the screen changes from the high-score table onto the grey digitised picture and type the immortal legend: CRASH. Now, begin the game and, should a level prove too hard, press UNDO to skip to the next level. You don't receive infinite lives, but it will make destroying the mad General's refinery easier. Thanks go to the mysterious Grommit(!) for that cheat.



## Puffy's Saga - UBI Soft

Matthew Whitton of Peacehaven, East Sussex, has found that if you pause the game when your health reaches zero, and run your fingers along the keys F1 to F7, you will be granted four keys, four goms, two-thousand health points, and will be warped to a later level.

This should then help any struggling bouncy balls make their way through this French oddity. Also, Mark writes, that while playing, if you have two magic goms, you can depress keys F6 and F7 to see a map of the present level.



## Bombuzal - Imageworks

Ross McLean, from Belfast, has sent in several pointers for Imagework's blow'em-up:

1. When encountering a new level, it is worthwhile sacrificing a life so that you can see the pattern in which the bombs explode and any remaining tiles.
2. When trying to detonate a pulsing bomb, pick it up, as it is easier to see the bomb's size when held.
3. You are invulnerable to explosions when teleporting, so make good use of them! The explosions occur before you teleport, so if you are teleporting onto a mine, it will be destroyed before you get there, providing it was in the explosion radius.
4. A blind droid cannot activate switches.



## Double Dragon - Melbourne House

Not really a tip, but Stuart and Dean from Ossett and Horbury, respectively, recommend that you type in Neil Harding into the high-score table instead of your own name, for amusing results.



## The President is Missing - Microprose

Not really a tip, more a bit of technical advice. When trying to decipher the 5 coded transmissions, the best way to go about it is to record them onto a blank tape, and, if you can, slow down the tape speed. This allows you to work out which are dots, dashes and word breaks. Also, by using an equaliser, you can reduce the distracting background noises. Once again, thanks to the anonymous Geordie for that.



## Falcon - Mirrorsoft

According to the would-be Biggles in the office, this flight sim is the best thing since crunchy peanut butter! Damon Fenoulet from Eltham, in the smoke, thinks so too, and whilst playing it he found this extremely handy cheat. When flying missions at high ranks (such as Colonel) you can replenish your AIM-9Ls and your Vulcan cannon, by pressing the CTRL and X keys simultaneously. You now receive 8 of the AIM-9Ls and 500 rounds in the cannon.

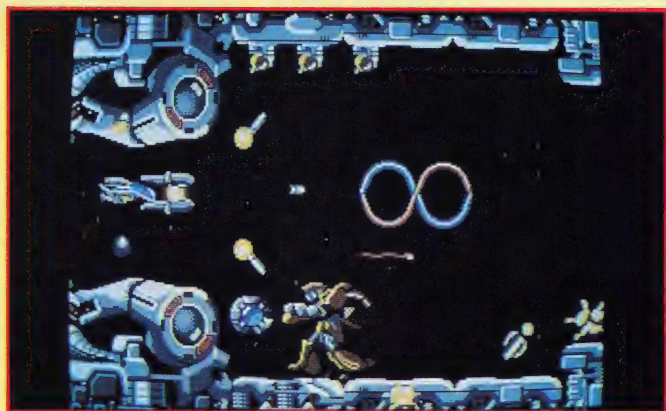
## Captain Blood - Infogrames

A useful tippette from A. Gliddon from North Devon: if you think that hyperspacing is too slow, as soon as you hear the humming from hyperspace mode, hold down the left mouse button, and repeatedly press the right button. This way, the process is a lot, lot shorter.



## Game Over II - Dynamic

Although only reviewed this month, several of you have sent in the access code to the second stage. On loading the second section, type 11423 when asked.



# Heroes of the Lance - U.S. Gold

I rather enjoyed this RPG, probably because it needed more arcade-skills than others of its genre. Anyway, Mike Ward from Solihull has sent in this comprehensive playing guide:

**Starting up:** It is not a good idea to leave Goldmoon at the front of the party as she doesn't last very long against some of the stronger creatures. Therefore, at the start of play, rearrange your characters so that the first line consists of two strong warriors and the magical characters, Raistlin and Goldmoon. Doing this allows you to use Raistlin's magic and the healing powers of the staff of Goldmoon without too much hassle. The warriors should take the first two slots, so that, when one dies, the other will take his place. Good choices are Caramon and Sturm. Tanis is better used at later levels along with Riverwind, as the bows can pick off deadlier opponents from a range.

**Combat:** As already mentioned, it is better to save arrows for later on in the game. The easiest creatures to dispose of are the Baaz Draconians and the men. Perhaps the most awkward, though, are the Gully Dwarves, as they have a tendency to dip in under sword thrusts and stand next to your character, sapping energy. Therefore, on meeting Gully Dwarves, select Tasslehoff and get him to use his pouch. He is the same height as the Dwarves and thus his sling stones will never miss.

**Hatchlings:** These baby Black Dragons are fast and deadly, requiring a lot of fire-power to kill them. To save energy, whenever you are confronted by a Hatchling, turn and run, as they are not worth losing characters over. When you reach an intersection, move onto a new stretch of pathway and wait a while. When you return the

Hatchling will have gone.

**Bozak:** These Draconians are really bad! Their relentless barrage of magic can mean severe danger for any unwary party, but there are two ways of killing the beasts: either get Raistlin to use a web, sleep or charm spell to stun it and then get a strong warrior to attack the inert creature, or alternatively, select flint. Nine out of ten fireballs pass over this Dwarf's head, so it is possible for him to get close enough to the creature to enter melee combat. When there, use low thrusts to kill the creature.

**Spectral Minions and Wraiths:** Spectral Minions are easy to kill; simply use a strong warrior or a bow. Additionally, contrary to the game's hand book, the Wraiths are easily killed. A well-timed throw of an axe kills them practically every time. However, if this fails, simply use a sword and repeat the chest thrust movement. Be careful though, not to let a Wraith within arms reach, or you will be in dire trouble.

**Spiders:** These horrible creatures are worse than they look. Whenever they get within an inch of your character, use low thrusts to keep them at bay - hopefully, they will then soon die. However, if it gets through

your guard, retreat until you can safely turn and fight again.

**Khisanth:** This huge black dragon can be found at the end of the sewer level, and is very deadly if she isn't handled in the correct manner. In the hall of the dragon, quickly select the menu, thus pausing the game. Now select Goldmoon, and... Mike stops there, rotten so-and-so, but leaves the hint that to kill the dragon let Goldmoon use a little divine help and a strong arm.

**General Tips:** When restoring Raistlin and Tasslehoff's health use "Cure LIGHT WOUNDS" as this will be enough to replenish all of their health.

Gems have no powers but they boost your points at the end of the game.

The blue and green potions restore health, the red potion slows down monsters and the yellow one gives your characters extra confidence, making them faster and stronger in combat.

One final point: midway through the second level you will be asked to access disk B. You will then find yourself on a ledge. To get across the chasm between you and the ledge opposite, it is best to use Tanis. To make sure to clear the gap, be sure to press the jump button as late as possible.



## R-Type- Activision

East Kilbrides' very own David Wilson, has sent in this utterly brilliant cheat for Activision's hot Irem conversion:

When the title screen asks you to insert disk two, press the 'HELP' key and type ME, and next, press the up arrow. Now insert disk B as usual, and press space to begin. Start the game and press the following

keys for various cheat effects:

F5 - Toggles between invulnerability from walls and aliens.  
F6 - Toggles between invulnerability from alien fire.  
F7 - Infinite credits.  
F8 - Toggle control of orb. Another player can now control the orb by using the mouse, making it an entertaining two-player game.



# PRIZES! PRIZES!

Right that's just about it for now. Prize winners this month are A. Nonymous of Newcastle, Tyne and Wear who recieves Joan of Arc and Chrono Quest for his troubles, but not until he has given me a buzz on the usual number to let me know his name! A second prize of Operation Wolf goes to Grommit for his Thunderblade cheat, and Mike Ward recieves a copy of Crazy Cars II for his useful Heroes of the Lance tips. Thanks, once again for the multitude of tips, and I'll be back next month. Steve.

## SDI - Electric Dreams

This cheat mode can only be accessed if you are proficient at the high-score table game. Clear all of the asteroids, and type the word ALERIC into the high-score table. Now, you can change from level to level simply by pressing the relevant 'F' key.

# Football Director II - D & H Games

I must confess to have never seen this game. Not that I went out of my way, mind! Anyroad up, a person from Newcastle who forgot to sign his letter, has been playing it, and in the process has come up with this useful guide:

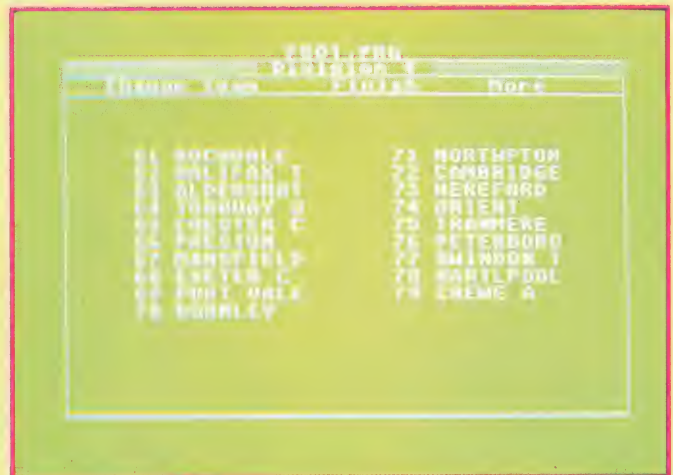
When you begin the game, only accept short contracts of about 25 weeks. This allows you to spend lots of monwey on players, but avoid getting sacked for overspending. When offered a new post, take it, even if your team is doing well. This way, if you are successful, you will travel up the divisions a lot faster.

Whilst in the 3rd and 4th divisions, use your youth team to develop players. But in the 1st and 2nd divisions, you can use the youth team to develop players for sale. Then you can use the money to buy any player from a skill 6 upwards. But when buying players, never buy anyone over 27 - they tend to retire soon after!

Never buy players over skill 7 - you can normally raise their level to 9, simply

by using extra training. When giving extra training try to have at least one spare player for each position. This gives adequate

enormously. Additionally, if you have a good cup run, use the extra income to make extra payments. This has the effect of reverting



cover if someone is injured during training.

Tour Europe whenever possible as it can reap lots of money.

If you take out a mortgage, make sure the players you need that week are on offer - the directors have an annoying habit of taking half of the current account if it gets too large! When repaying the said mortgage, try to repay at least £800,000 immediately; this then cuts your repayments

the payment time to 80 weeks, thus reducing payments.

If you let your squad fall below 12 players, you will be sacked within a week!

When you eventually scrape your way into the 1st division, money becomes tight. Avoid getting a mortgage too soon, but if you desperately need players, sell around 39,000 shares to bring in £300,000 giving you plenty to buy them with.

## Helter Skelter - Audiogenic

The unusually named Fidge from Ingatestone, Essex, has sent in the level codes for Audiogenic's brilliantly playable bounce'em-up:

Level	Password
11	SPIN
21	FLIP
31	BALL
41	GOAL
51	LEFT
61	TWIN
71	PLAY

Additionally, Robert Tacey, who comes from Derby, has sent in a method for extra lives. Play a two-player game, and let one of the players gain an extra life by collecting the tokens. This player will now last longer, so, when the other player dies, the one with the extra life will play a level on his own. Complete this level, and on the next, both players will receive 99 extra lives.

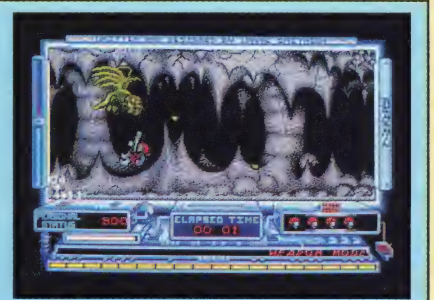


## Baal - Psyclapse

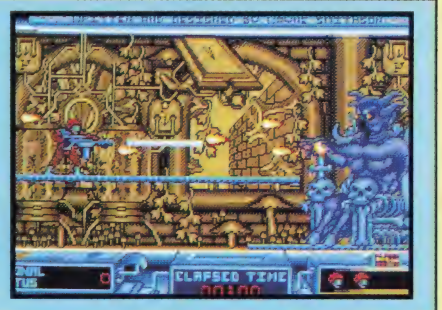
Both Scott Mackie of Stonehouse and Dominic Orosun of Stoke-on-Trent, have sent in the co-ordinates for the

landing platforms in this unusual archaeological game: For level 3 the jet pack isn't used.

Level 1:	
X/Y	
31/16	Cartridge 2
02/25	
52/30	Cartridge 3
51/00	
24/38	
62/13	
02/50	
64/49	
33/58	Exit to level 2



Level 2:	
X/Y	
34/30	
54/12	Cartridge 4
16/12	
00/24	
03/34	
30/47	
54/12	Exit to level 3





**TRIP-A-TRON**, LLAMASOFT'S unique graphics program for the ATARI ST, has great potential as a creative graphics tool.

It comes in an attractive A5 binder, on two disks, and includes a 145 page manual. It can be used on any ST, for home entertainment or for more professional use.

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# ST BASIC CHEAT FOR BAAL

```

20  OPTION BASE 1: DIM A%(1024):CHEAT=VARPTR(A%(1))
30  DEF SEG=0: REM Remove this line if new ST Basic is in use
40  FOR X=0 TO 75 STEP 2
50  READ B:POKE CHEAT+X,B
60  NEXT X
70  CALL CHEAT
80  REM *****
400  DATA &H42A7,&H7E20,&H3F07,&H4E41,&H3EBC,&H0001,&H4DFA,&H003E
410  DATA &H2F0E,&H2F3C,&H0004,&H0002,&H4E4D,&H4FEF,&H000E,&H3D7C
420  DATA &H602A,&H014E,&H41EE,&H017A,&H43FA,&H000A,&H30D9,&H51CF
430  DATA &HFFFC,&H4ED6,&H31FC,&H4E71,&H37D6,&H31FC,&H4E71,&H431E
440  DATA &H4278,&H438C,&H31FC,&H4A68,&H412C,&H4ED6
450  REM *****
460  REM TO USE THIS CHEAT TYPE IN THE LISTING,INSERT BAAL DISK A AND RUN IT.BAAL SHOULD LOAD WITH INFINITE
470  REM LIVES AND FUEL. THIS PROGRAM MUST BE RUN IN LOW RES.

```

# ST BASIC CHEAT FOR LIVE AND LET DIE

```

20  OPTION BASE 1: DIM A%(1024):CHEAT=VARPTR(A%(1))
30  DEF SEG=0: REM Remove this line if new ST Basic is in use
40  FOR X=0 TO 239 STEP 2
50  READ B:POKE CHEAT+X,B
60  NEXT X
70  BSAVE "LIVECHT.PRG",CHEAT,244
80  REM *****
400  DATA &H601A,&H0000,&H00D4,&H0000,&H0000,&H0000,&H0000,&H0000
410  DATA &H0000,&H0000,&H0000,&H0000,&H0000,&H0000,&H4FFA,&H01FE
420  DATA &H2C4F,&H2F3C,&H0000,&H0560,&H487A,&HFEF2,&H4267,&H3F3C
430  DATA &H004A,&H4E41,&H4FEF,&H000C,&H487A,&H0082,&H3F3C,&H0009
440  DATA &H4E41,&H5C8F,&H3F3C,&H0007,&H4E41,&H548F,&H4267,&H487A
450  DATA &H0068,&H3F3C,&H004E,&H4E41,&H487A,&H0061,&H487A,&H005D
460  DATA &H487A,&H007D,&H2F3C,&H004B,&H0003,&H4E41,&H4FF9,&H0007
470  DATA &H7FF0,&H2F40,&H0004,&H2240,&H43E9,&H0100,&H2049,&H244E
480  DATA &H704B,&H24D8,&H24D8,&H51C8,&HFFFA,&H237C,&H244E,&H4E71
490  DATA &H014E,&H41F9,&H0007,&HFF00,&H2348,&H021A,&H45FA,&H000C
500  DATA &H701F,&H20DA,&H51C8,&HFFFC,&H4ED1,&H41F9,&H0006,&HED8C
510  DATA &H317C,&H4E71,&H1228,&H4ED0,&H2A2E,&H2A00,&H1B45,&H496E
520  DATA &H7365,&H7274,&H2067,&H616D,&H6520,&H6469,&H736B,&H2061
530  DATA &H6E64,&H2070,&H7265,&H7373,&H2061,&H206B,&H6579,&H0061
540  DATA &H7574,&H6F5C,&H6C69,&H7662,&H6F6F,&H742E,&H7072,&H6700
550  REM *****
560  REM TO USE THIS CHEAT TYPE IT AND RUN IT TO PRODUCE A FILE LIVECHT.PRG, THEN QUIT TO THE DESKTOP AND
570  REM DOUBLE CLICK ON THIS FILE.WHEN REQUESTED TO INSERT GAME DISK,DO SO AND PRESS
590  REM A KEY.THE GAME SHOULD NOW LOAD BUT WITH INFINITE FUEL

```

# ST BASIC CHEAT FOR SOLDIER OF LIGHT

```

20  OPTION BASE 1: DIM A%(1024):CHEAT=VARPTR(A%(1))
30  DEF SEG=0: REM Remove this line if new ST Basic is in use
40  FOR X=0 TO 215 STEP 2
50  READ B:POKE CHEAT+X,B
60  NEXT X
70  BSAVE "AUTO\SOLDIER.PRG",CHEAT,256
80  REM *****
300  DATA &H601A,0,&HBC,0,0,0,0,0
400  DATA 0,0,0,0,0,0,&H4878,&H200
500  DATA &H487A,&HFEFA,&H2F3C,&H4A,0,&H4E41,&H3EBC,7
600  DATA &H4E41,&H487A,&H20,&H3F3C,&H26,&H4E4E,&H4FEF,&H12
700  DATA &H487A,&H94,&H487A,&H90,&H487A,&H7C,&H2F3C,&H4B
710  DATA 0,&H4E41,&H45F8,&H84,&H41FA,&H42,&H2092,&H41F8
720  DATA &H140,&H2488,&H43FA,&HE,&H701F,&H1480,&H20D9,&H51C8
730  DATA &HFFFC,&H4E75,&H2F09,&H4E68,&H82F,5,4,&H6704
740  DATA &H41EF,&HA,&HC58,&H3D,&H660E,&H2050,&H43FA,&H2C
750  DATA &H1018,&H670C,&HB019,&H67F8,&H225F,&H4EF9,8,0
760  DATA &H206F,6,&H317C,&H4A6E,&H944,&H317C,&H4A6E,&H140
770  DATA &H203A,&HFFEA,&H21C0,&H84,&H60DE,&H613A,&H736F,&H6C64
780  DATA &H702E,&H6F62,&H6A00,&H6175,&H746F,&H5C73,&H6F6C,&H6469
790  DATA &H6572,&H2E70,&H7267,&H00
800  REM TO USE THIS CHEAT TYPE IN THE LISTING AND RUN IT TO PRODUCE A FILE,AUTO\SOLDIER.PRG. NOW RESET YOUR
900  REM ATARI AND WHEN THE DISK STOPS INSERT SOLDIER OF LIGHT DISK
920  REM THEN PRESS A KEY.GAME SHOULD NOW LOAD WITH INFINITE LIVES AND INFINITE TIME.

```



## FAST BASIC CHEAT FOR BAAL

```
RESERVE CHEAT,1024
FOR X=0 TO 75 STEP 2
  READ B
  {X+CHEAT}&=B
NEXT X
CALL CHEAT
DATA $42A7,$7E20,$3F07,$4E41,$3EBC,$1,$4DFA,$3E,$2F0E,$2F3C,$4,$2,$4E4D,$4FEF,$E,$3D7C
DATA $602A,$14E,$41EE,$17A,$43FA,$A,$30D9,$51CF,$FFFC,$4ED6,$31FC,$4E71,$37D6,$31FC,$4E71,$431E
DATA $4278,$438C,$31FC,$4A68,$412C,$4ED6
REM REFER TO ST BASIC LISTING FOR INSTRUCTIONS
```

## FAST BASIC CHEAT FOR LIVE AND LET DIE

```
RESERVE CHEAT,1024
FOR X=0 TO 239 STEP 2
  READ B
  {X+CHEAT}&=B
NEXT X
BSAVE "LIVECHT.PRG",CHEAT,244
REM *****
DATA $601A,$0,$D4,$0,$0,$0,$0,$0
DATA $0,$0,$0,$0,$0,$0,$0,$4FFA,$1FE
DATA $2C4F,$2F3C,$0,$560,$487A,$FEF2,$4267,$3F3C
DATA $4A,$4E41,$4FEF,$C,$487A,$82,$3F3C,$9
DATA $4E41,$5C8F,$3F3C,$7,$4E41,$548F,$4267,$487A
DATA $68,$3F3C,$4E,$4E41,$487A,$61,$487A,$5D
DATA $487A,$7D,$2F3C,$4B,$3,$4E41,$4FF9,$7
DATA $7FF0,$2F40,$4,$2240,$43E9,$100,$2049,$244E
DATA $704B,$24D8,$24D8,$51C8,$FFFA,$237C,$244E,$4E71
DATA $14E,$41F9,$7,$FF00,$2348,$21A,$45FA,$C
DATA $701F,$20DA,$51C8,$FFFC,$4ED1,$41F9,$6,$ED8C
DATA $317C,$4E71,$1228,$4ED0,$2A2E,$2A00,$1B45,$496E
DATA $7365,$7274,$2067,$616D,$6520,$6469,$736B,$2061
DATA $6E64,$2070,$7265,$7373,$2061,$206B,$6579,$61
DATA $7574,$6F5C,$6C69,$7662,$6F6F,$742E,$7072,$6700
REM *****
REM TO USE THIS CHEAT TYPE IT AND RUN IT TO PRODUCE A FILE LIVECHT.PRG, THEN QUIT TO THE DESKTOP
REM AND DOUBLE CLICK ON THIS FILE. WHEN REQUESTED TO INSERT GAME DISK, DO SO AND PRESS
REM A KEY. THE GAME SHOULD NOW LOAD BUT WITH INFINITE FUEL
```

## FAST BASIC CHEAT FOR SOLDIER OF LIGHT

```
RESERVE CHEAT,1024
FOR X=0 TO 215 STEP 2
  READ B
  {X+CHEAT}&=B
NEXT X
BSAVE "AUTO\SOLDIER.PRG",CHEAT,256
REM MUST BE PLACED IN AN AUTO FOLDER
REM *****
DATA $601A,0,$BC,0,0,0,0,0,0,0,0,0,0,0,0,$4878,$200
DATA $487A,$FEFA,$2F3C,$4A,0,$4E41,$3EBC,7,$4E41,$487A,$20,$3F3C,$26,$4E4E,$4FEF,$12
DATA $487A,$94,$487A,$90,$487A,$7C,$2F3C,$4B,0,$4E41,$45F8,$84,$41FA,$42,$2092,$41F8
DATA $140,$2488,$43FA,$E,$701F,$1480,$20D9,$51C8,$FFFC,$4E75,$2F09,$4E68,$82F,5,4,$6704
DATA $41EF,$A,$C58,$3D,$660E,$2050,$43FA,$2C,$1018,$670C,$B019,$67F8,$225F,$4EF9,8,0
DATA $206F,6,$317C,$4A6E,$F944,$317C,$4A6E,$F140,$203A,$FFEA,$21C0,$84,$60DE,$613A,$736F,$6C64
DATA $702E,$6F62,$6A00,$6175,$746F,$5C73,$6F6C,$6469,$6572,$2E70,$7267,$0
REM *****
REM TO USE THIS CHEAT TYPE IT IN AND RUN IT TO PRODUCE A FILE
REM AUTO\SOLDIER.PRG, THEN RESET YOUR ATARI.
REM WHEN THE DISK STOPS INSERT THE SOLDIER OF LIGHT DISK
REM AND PRESS A KEY TO LOAD GAME WITH INFINITE LIVES AND TIME
```

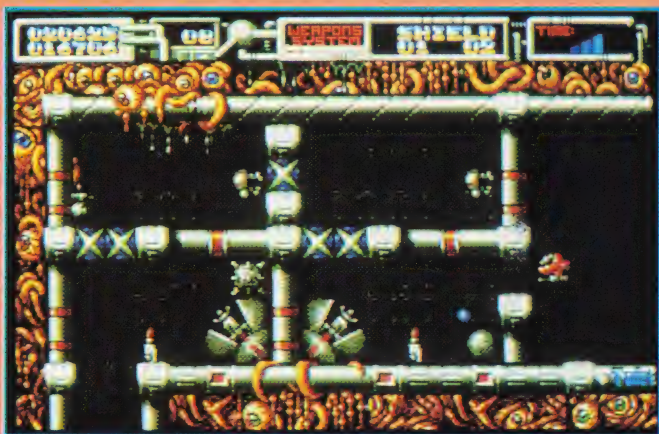


# ACTION PROGRAMMER PROFILE

## TONY COOPER

### Games written to date:

Amstrad 8-bit version of Superbowl (unreleased); Out of This World (also on the Amstrad); Challenge of the GOBOTS (Yep, Alan Sugar's fave version again!). Also along with the rest of his ID2 programming team, Tony has written 'classics' such as the 8-bit versions of Knight Rider, Arkanoid, Legend of Kage, and Mag Max. However, despite this tainted past, Tony's first 16-bit game, the conversion of Hewson's 8-bit shoot'em-up, Cybernoid, gained 83% in STA issue 7, whilst the sequel looks set to score even more.



### Fave Games:

"Anything that requires thinking!" Elite, for instance.

### Development Tools:

An enormous (not to mention expensive!) '286 PC-based PDS System, and the obligatory ST and Amiga for run-testing.



### Other Interests:

Drag racing. Tony is currently working on an almighty beast which goes by the unusual name of Raistlin, and hopes to have the black beast of an Escort (turbo charged V8 with nitro) on the road before 1989 is out; alcohol; Pink Floyd; huge HiFis; large memory computers and skateboarding.

### Other Interesting Points:

It may be worth noting that Tony is in fact dead! You see, when Tony first began programming, he was commissioned the Amstrad CPC version of Superbowl. Time passed, and with Tony's relative inexperience, the game missed its deadline. So, in order to come up with an excuse as to why it wasn't released, Ocean came out with the story that Tony had passed away! As far as I could see, this wasn't true, but until I receive some more solid evidence, I suppose he must be!

### Pet Hates:

Interrupt-driven bugs in my programs; idiots in Carlos Fandango Escorts, complete with fluffy dice; Spectrum and Amstrads; shoddy coin-op conversions; the Amiga operating system; spiders and shaving.

### What annoys him about the industry:

"The fact that it is nigh on impossible for talented programmers to get a break. Very few software houses are willing to take an interest and aid development - after all, it is in their interest."

### Next Project:

"As of yet, I'm not sure. It definitely won't be any conversion work, as I'm getting a bit bored of it. Possibly something using vector graphics..."



YOUR OBJECTIVE IS VERY SIMPLE BUT FAR  
FROM EASY: TO BECOME A SUCCESSFUL,  
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that will have you coming back for more"

**The One**

"This one'll have you coming back so often your joystick will beg for a break"

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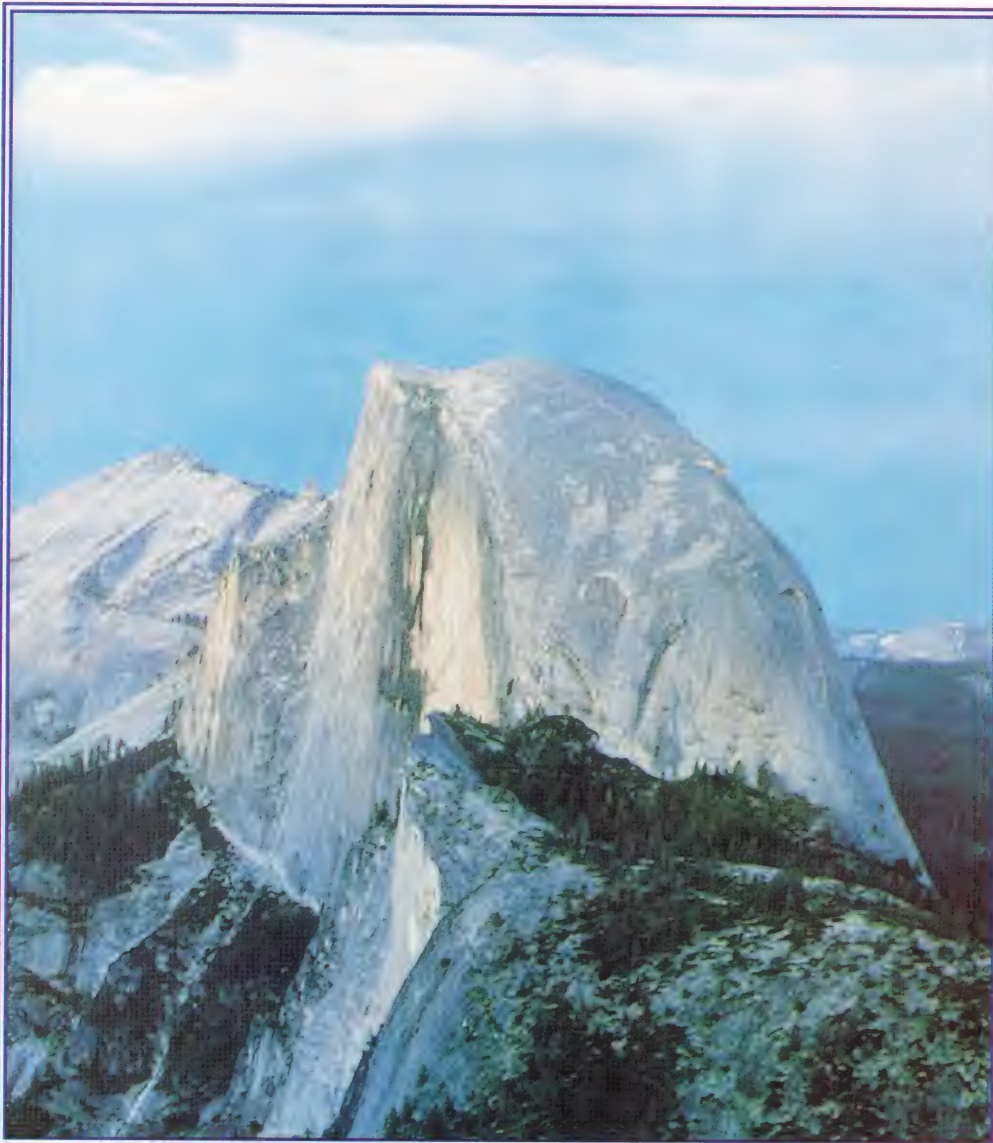
Please check for availability of individual formats





# Another Great ST Action COMPETITION

## To celebrate Sierra On-Line's 1989 releases



Are you yet another of life's losers? The kind of person whose friends cross the road just to avoid? Is the only post you ever receive junk mail and bills?

If the answer to any of these questions is yes, then you need help. Sierra are offering you a prize to cure all your blues. Just think how popular you could become if you owned a pocket TV! Imagine yourself either at school or at the office; it's one-thirty... time for Neighbours. You'd tune in and, hey presto! An instant crowd of adoring, ooohing and aahring friends.

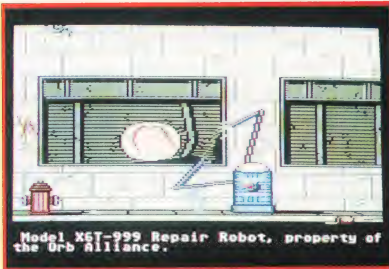
Now, you must be asking, "Just how can I become the proud owner of one of these miraculous devices?" Well, if you were really dumb you'd trot along to your High Street electrical store and buy one. But, you're not, are you? (Are you?) Instead, you're going to win one. Your luck's got to change sometime, and now seems as good a time as any. So, just fill in the entry form - don't forget to answer the questions - and wait with halitosed breath (pew).

The WINNER (there can only be one) will receive a Casio mini TV! Whilst the next TWENTY-FIVE among you will win the Sierra game of their choice. All you have to do is to correctly answer the questions below and send in your entry before the closing date of 10 March 1989.



# SIERRA SIERRA SIERRA





THE ALL-IMPORTANT QUESTIONS

- 1 - In the King's Quest series, who is the ruler of the kingdom of Daventry?

A) Solomon B) Graham C) Henry
- 2 - In Space Quest II, what was Sludge Vohaul going to infest the earth with?

A) White mice B) Door-to-door salesmen C) Sierra adventures
- 3 - In Police Quest, the Death Angel was guilty of dealing in what?

A) White slavery B) Illegal drugs C) Stolen goods
- 4 - A Manhunter's field computer is more commonly known as what?

A) BAD B) MAD C) FAD

ANSWER 1 .....

ANSWER 2 .....

ANSWER 3 .....

ANSWER 4 .....

Name .....

Address: .....

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# THE MASTERS OF TEXT ONLY

# INFOCOM

# THE MASTERS OF TEXT&GRAPHICS?

The seventh regiment armory in New York doesn't get used for military activities anymore - now it's the setting for TAMARA, the interactive play that lets you follow characters around from room to room. The problem is that Infocom has decided to let their game authors loose tonight, and we have to pursue them in order to find out just what is going on.

Marc Blank pauses on the stairwell to say that journey combines both role-playing with interactive storytelling. "You have to think as well as act," he notes. "Graphics aid in the adventure and compliment the story's puzzles, as you and your band of adventurers traverse a perilous graphical world of dragons and trolls." "And you never have to type, every choice is presented for every character in every situation," he adds. "You just click on your decision."

Dave Lebling, relaxing with a glass of wine in the kitchen, seems eager to talk about his SHOGUN. Based on the popular book and mini-series, the game forces you to experience and participate in the political upheavals of medieval Japan by donning the persona of John Blackthorne, pilot of the capsized ship Erasmus. "Creative prose plus an expanded parser

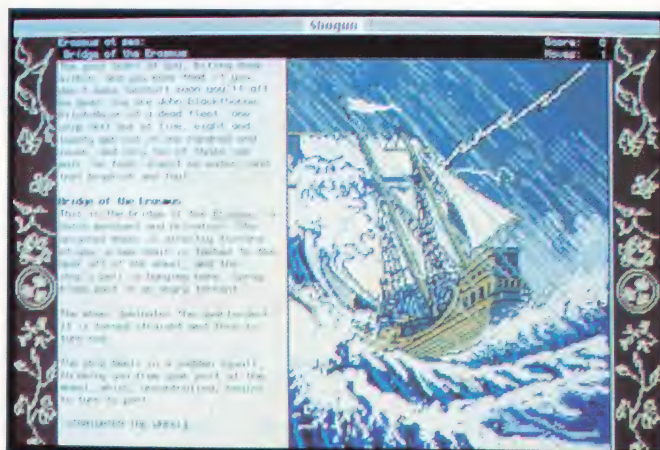
that understands complex sentences makes this game a very pleasurable experience," remarks Lebling.

on the wall of the maid's room, forming the figures of BATTLETECH. It's the 31st century and the world's a

bine with adventure and violence - this is not a leisurely game (hey, there are over four million locations!). BATTLETECH even features graphical outtakes that display in detail what is occurring on the main screen.

Steve Meretsky has long legs, too long. So we wait in a dark passage way, trip him as he passes, and dare him to a game of Double Fanucci. "Yeh," he says, "that's a graphic part of ZORK ZERO! Everybody's wanted to know what the card game looks like, so we've incorporated it into the action." "But that's not all," says the Big M. "there's a wittier and more clever parser, full of ludicrous purple prose. You even get to see the fall of the Great Underground Empire, and the actual death of Lord Dimwit Flathead the Excessive!"

Verbal and graphical puzzles abound through the 200 plus locations of this prequel. Chat with new characters designed to help or thwart your quest to save the kingdom from the curse of the evil wizard Megaboz. Other new features include a mouse interface, onscreen hints, plus a map that is generated while you are playing. And remember that there's more to the graphics than just pretty pictures!



(above) Shogun - the 1st 'new' Infocom. (below) the launch party

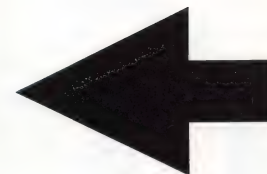


"We've also added static graphics in the traditional style of 16th century Japan. They're a visual aid in understanding this alien culture you're now adrift in."

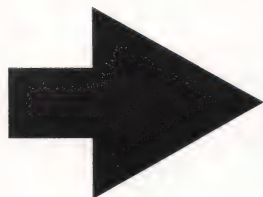
Darting shadows dance

mess. Housed inside armoured tanks shaped like giant robots, you must fight off the dreaded Kurita warriors. Action orientated, strategy counts here as well, as animated graphics com-

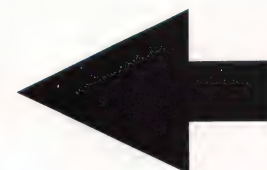
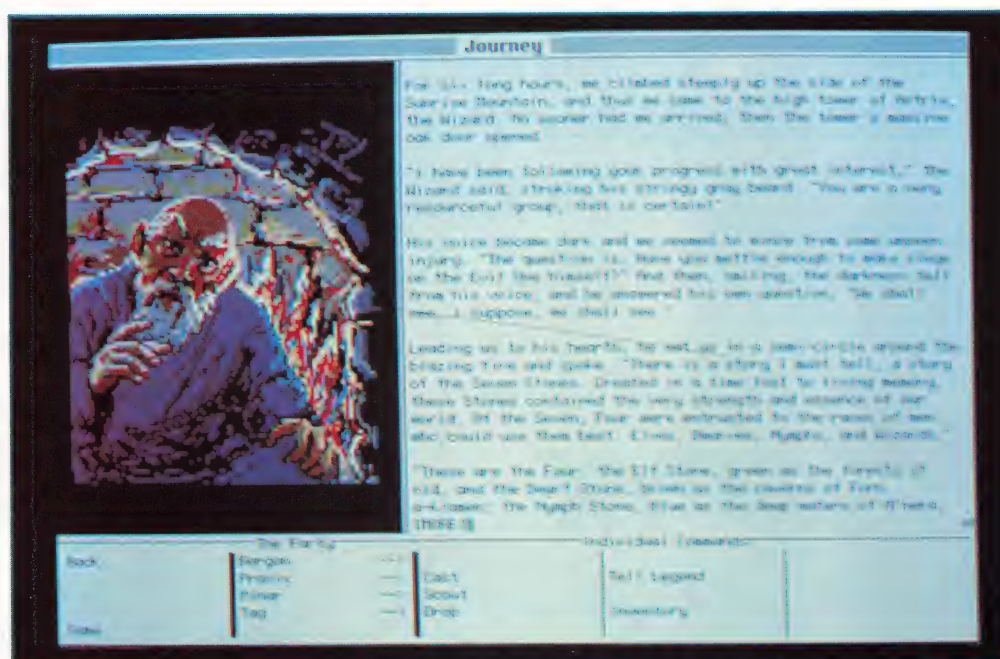




Combining text and graphics, Zork Zero looks a most interesting game.



Battletech, a radical departure from Infocom's usual products. This game features over 4 million different locations.



Journey, unlike most Infocom adventures, is option, and not command, driven.



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Screen shots from CBM 64/128 version.





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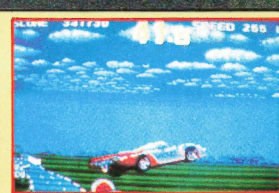
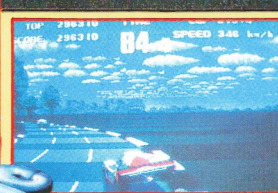
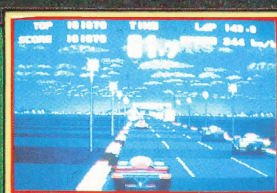
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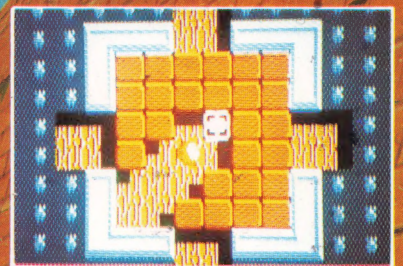
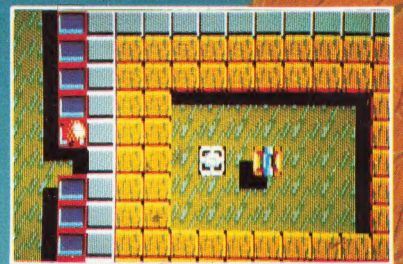


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